

GAME BOY EXCITEMENT

GB ACTION

December 94 ISSUE 32 £1.95



Tarzan

Lord of the Jungle

FIFA SOCCER
EXCLUSIVE PREVIEW

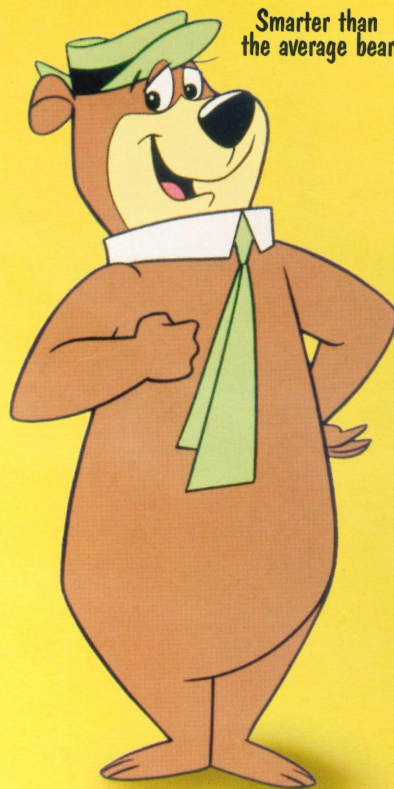
LEMMINGS 2 + POSTER • LION KING PREVIEW

PROBOTECTOR 2 • MADDEN '95 • SEAQUEST DSV • SPACE INVADERS • GALLERY 5 • WARIO GUIDE • MANGA





(Average Bear)

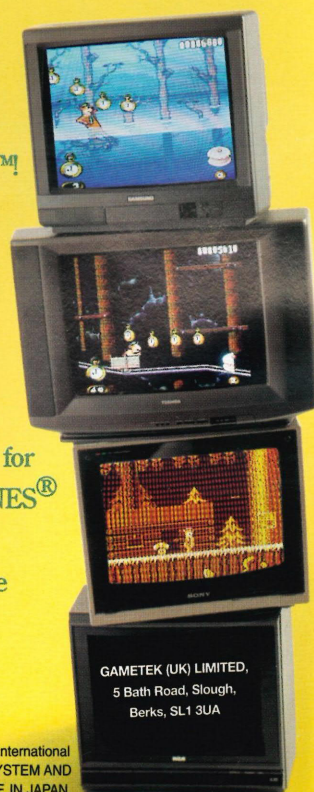


Smarter than
the average bear.

(Yogi™ Bear)

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Hey Boo-Boo™,
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Help America's
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HOB NOBBING WITH THE RICH AND FAMOUS

We went to the ECTS, a big industry show where loads of famous people go. And we didn't meet any. But we have y'know, honest

Andy Sharp

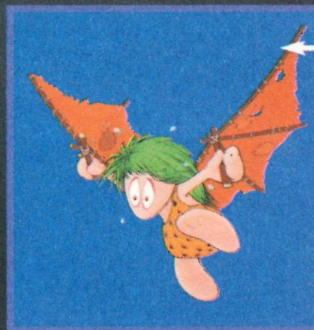


Editor

Poor Andy was gutted at not getting to meet one of his heroes, none other than Mark "Luke Skywalker" Hamill, at the ECTS. But he has met some famous people in his time. The band Faith No More for one, and The Wonder Stuff too, while walking down a street in Fremantle, Australia.

Andy lists American comedian Denis Leary (of the Holsten Pils ads) as one of the famous people he'd like to meet. To swap stories on the best beers from throughout the world, no doubt.

Rob Smith



Deputy Editor

Rob's list of the famous people he's met consists primarily of Sheffield United players from the past 15 years. And most of those are only famous in their own front rooms. Others though include Frazer Hines from Emmerdale and Gary Glitter. Oooh!

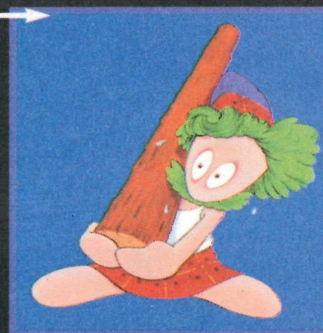
Michael Palin tops the list of people Rob would like to meet. Even if he is a Sheffield Wednesday fan, you can't really hold that against him. Should he, or any other famous person be reading, please drop us a line. It'll make us feel dead good!

Lionel Hunter

New Art Geezer

Lenny Henry is quite a cool celeb to have met, and Lionel has that distinction. Mick Hucknall and some geezer from Coronation Street have also been subject to the Lionel charm.

Demi Moore and Kelly le Brock figure as the celebs he'd most like to meet. So, come on ladies, cast aside your men (Bruce Willis and Steven Seagal respectively) and pay a visit to sunny Macc. It'll be well worth it!



Neil Jackson

Not So New Subster

Showing the virtues of working in this high profile industry, Neil has met Alan Hansen and Tony "Baldrick" Robinson in recent months. A chance encounter with chess star Nigel Short saw the pair indulge in a detailed discussion of various opening moves.

Does anyone remember the old Tarzan films? Neil does, hence his interest in meeting Johnny Weismuller. Unfortunately he'll have to cross the spiritual divide to achieve this aim since the famous crocodile wrestler is, er, dead. RIP.



GB ACTION

PURE COLOUR GAM

Overflowing with goodies, GB Action secures you with the most up to date news from the Game Boy world. We're one step ahead of the rest as always. Check our exclusives for proof!

Turn to page 10 for the exclusive review of a game so great it's awesome



Disney's latest big screen animated feature gets the Game Boy treatment courtesy of Virgin



Those GB Action kids

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Thanks to: Trelleborgs for beating Blackburn, Sheffield United for starting to win again, Andy for losing everything, but not really, he didn't have it in the first place, Neil for making things up.

Ahead of the field by a mile. All you could possibly want to know is in here, somewhere

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06/NEWS

We bring you the most up to date information about forthcoming attractions. Check out our hot Bass Breweries company restructuring story. Oh, and there's some stuff about the Game Boy too. Pagemaster from Virgin, Mortal Kombat-The Movie, Winter Gold and much more

08/REVIEWS

Our cover exclusive heads the way for one darn busy month. Can the Lord Of The Jungle stand the heat of the competition? Lemmings 2 strides boldly into the spotlight for its full review. Check out the poster on the middle page too. We're just too kind. Plus loads and loads more

20/PREVIEW

The two hottest future releases are checked out. Disney's The Lion King makes its appearance on the small screen courtesy of Virgin, and THQ bring what may be the finest footie sim ever down to palm size for pleasure. Are you ready for FIFA Soccer?

32/TIPS, GUIDES

Part six of our Wario guide brings the platforming mega star to SS Tea Cup. All the hints, cheats and codes you could possibly need are also included. Check out the Mortal Kombat moves. There are more to come, so best keep your eyes open for them

56/LIBRARY

Wondering which game to buy next? GB Action's improved Buyer's Guide tells you the gems, but also shows a stinker if ever there is one. It's here to help. Do yourself a favour and check it out before you blunder into buying horribly inferior carts. You know it makes sense!



THE BOY EXCITEMENT

20/ FIFA SOCCER EXCLUSIVE



48/MANGA

Just when you thought it was safe to open the pages of GB Action, Manga arrives to blow your mind into new dimensions. The Guyver returns once again as does Devil Man, along with the start of a new Cyberpunk series



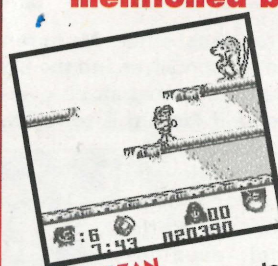
16, 28, 51/COMPO'S

Grab your pencil set, get your artistic juices flowing and you could be in for a surprise! Why? Just check out our fantastic drawing competitions to gain a chance of winning some smart US Gold and THQ goodies. A SNES, Super Game Boy and Monster Max carts are also up for grabs

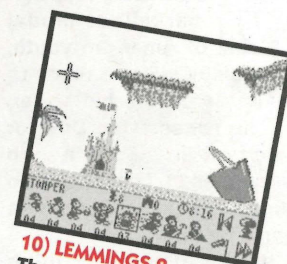
WIN!

Super GB,
Monster Max
carts & more

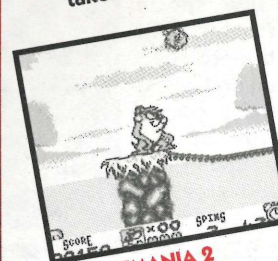
So many games are crammed in this month. Check out the few mentioned below for a start!



8) TARZAN
The Lord Of The Jungle takes them all on



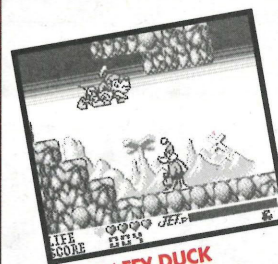
10) LEMMINGS 2
Those suicidal little blighters return



12) TAZMANIA 2
A platformer screaming for attention



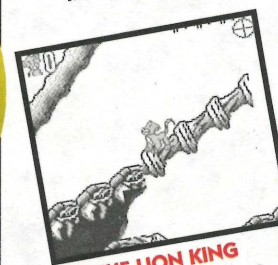
14) PROBOTECTOR 2
About time. A blast'em-up of huge proportions



18) DAFFY DUCK
Marvin The Martian makes life difficult



22) CHOPLIFTER III
Are they flogging a dead horse?



30) THE LION KING
Hype, hype and more hype! Full preview



20) FIFA SOCCER
The greatest footie game ever?

TOP PRESS NEWS

FROM THE GAME BOY WORLD

Where do you first hear about the latest happenings in the world of the Game Boy? In these two pages, that's where

NOVEL MOVIE IDEA

Mac is back. Yep, that marvellous model of American youth, Macauley Culkin, is ready to reappear on the big screen in *The Pagemaster*. Due for release in Britain on December 11, it comes as no surprise that there's to be a game tie-in.

In one of those cunning marketing ploys, the Game Boy version (complete with Super Game Boy compatibility) will be released about the same time as the film, courtesy of Virgin.

The *Pagemaster* concerns a kid by the name of Richard Tyler (Culkin) who's a touch obsessed with environmental issues. He's forced to come out of his shell somewhat when he's plunged into a very strange adventure.

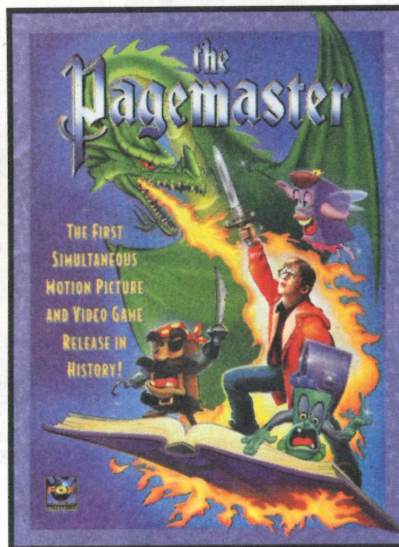
Fictional villains such as

Frankenstein's Monster, Long John Silver and the Big Bad Wolf must all be overcome if Richard is to return to reality.

Three levels, *Horror World*, *Fantasy World* and *Adventure World* must be explored, with a few 'special effects' available to help him on his way. Books play a large part in the gameplay, with access to secret rooms being available through them and evil novels going all out to attempt to stop the hero.

Sounds exiting to us, and it's all gonna get a full preview next month.

We can't wait.



Above: *The Pagemaster* is the latest film to receive a Game Boy tie-in

MK MOVIE

Most major block-busting films get a game tie-in these days. It's an accepted part of the games industry. Some turn out to be great – *Jurassic Park*, for example, and others turn out to be *Cliffhangers*.

However, it now seems that the tables are being turned. Hot on the heels of

the *Street Fighter* movie currently in production, and starring Jean Claude Van Damme (as Guile) and Kylie Minogue (as Cammy), comes news of a *Mortal Kombat* movie.

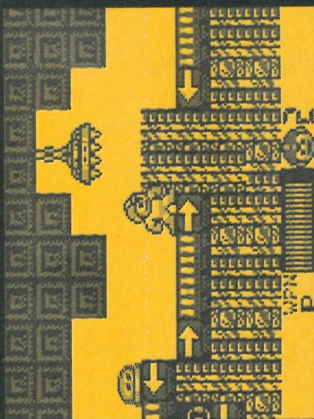
To be shot in Los Angeles and Thailand, it will star French actor, Christopher Lambert, star of *Highlander*, *Greystoke* et al.

Gore, fatality and babality moves will no doubt all have their place too.

Production only started in August, so don't expect to see anything before next summer at the earliest.



Above: Will *Mortal Kombat* convert to the silver screen?



Above: Game Boy favourite, Mega Man, is soon to be appearing in his own TV series

MEGA CARTOONS

News reaches us from across the pond that Capcom are giving Game Boy hero, Mega Man, his very own television series. A series of animated cartoons will feature many of Mega Man's most notorious allies and villains.

It will also stimulate additional interest in Mega Man 5, a new Super Game Boy compatible adventure which is due for release in the States next month. This will be followed up next year by a selection of merchandise, ranging from trading cards to clothing.

Whether this Mega Man mania stretches across the sea to lil ole Blighty remains to be seen, as no plans have yet been announced. Watch out for any further news in the coming months.

JUNGLE STRIKE

As mentioned in the News a couple of months ago, Ocean are to follow up the release of the superb *Desert Strike* (90% issue 31) with *Jungle Strike*. Unfortunately, you're gonna have to wait until around February next year to see it.

But, if *Desert Strike* is anything to go by, it will offer a fresh scenario to an engine which has been converted from the Mega Drive version with remarkable success.

WINTER GOLD

The onset of winter sends minds wandering to the piste, the snow covered alpine peaks, schnapps and all that other assorted winter sport malarkey. It also brings to mind bobsleighting, slalom-ing, ski jumping, biathlons and moguls.

For those who wish to take up these sports, rather than spending several hundred quid for flights and accommodation, you can experience all the thrills and spills from the comfort of your own home.

All you need to do is don

suitable attire, head to your local games emporium and procure a copy of Winter Gold. Then, letting your mind wander, you can be there, travelling down a mountain at over 70 mph, or leaping through the air in balletic style. It's so, so easy.

To help you get into the mood, why not check out the competition on P.51. Using a little of that grey

matter you could win yourself some top designer attire and a few other highly desirable bits 'n' bobs. So, go on. Enter now. Yes, now.



Above: Winter Gold brings you all the thrills and spills of winter sports at their best

NINTENDO RELEASES

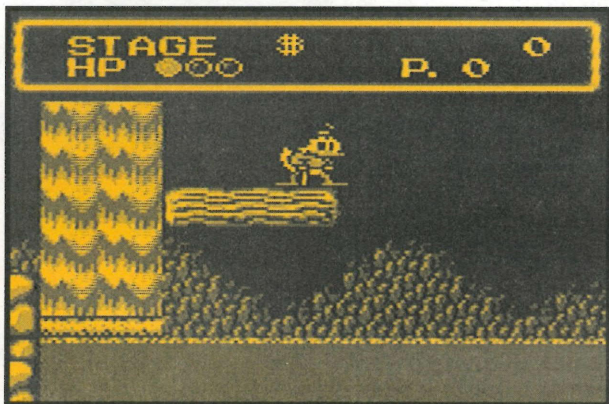
Nintendo are preparing a couple of official releases for the run-up to Christmas. Duck Tales 2 scored 83% when reviewed on import back in issue 22, and sees Scrooge McDuck returning to find yet more wealth to add to his already mountainous wads of cash.

The style is pretty much the same as the first instalment, but that's no bad thing since the first one was a highly entertaining, playable and cute platform adventure.

Nintendo's other official release is 'Soccer' – would you believe a football game (so why isn't it called FOOT-BALL?). It bears a quite

uncanny resemblance to Elite's Striker. So uncanny in fact, that if you didn't know any better, you'd think that it was Striker.

World Cup Striker scored 90% in issue 26, so expect Soccer to be worth a similar score! It should be available in stores around November.



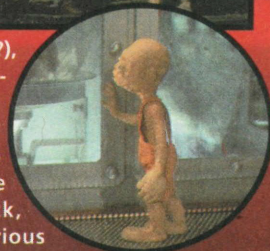
Above: Nintendo's impending releases, Duck Tales 2 and Soccer should take the Game Boy charts by storm

MANGA EXTRA

The Secret Adventures of Tom Thumb is a slightly different style of film to be released by Manga Video.

It combines 3D model animation with the use of pixilation(?), a technique used to animate human actors frame by frame. Whatever the style, the effect is quite impressive, resulting in the director, Dave Borthwick, picking up awards at various film festivals throughout the world.

The 60 minute film is available now at RRP of £11.99 and is a 12 certificate.



Above: Tom Thumb stars in Manga's latest offering

BASS BREWERIES

We don't half get some junk through the GB mail (apart from some of the poorer Write Here Write Now letters). Bass Breweries (the pub people) obviously thought that we'd be interested in the fact that they are undergoing a review of working practices.

They've had a bit of a move around of staff, and have a positive outlook to the future development of the company.

Great! But if they're going to send out this junk, they could at least include a few samples of the beer! But good luck to all the new people at Bass Breweries – all GB readers are right behind you!

UK CHART

This is the chart to be believed. Elspa have the most accurate chart-rendering facilities known to man

- 1) MORTAL KOMBAT 2 Acclaim
- 2) DONKEY KONG Nintendo
- 3) TETRIS 2 Nintendo
- 4) WARIO LAND Nintendo
- 5) KIRBY'S DREAMLAND Nintendo
- 6) GOLF Nintendo
- 7) HUMANS Gametek
- 8) LEMMINGS Ocean
- 9) JUNGLE BOOK Virgin
- 10) ZELDA Nintendo

No surprises really, MK2 goes straight in at the top, closely followed by Donkey Kong. Tetris 2 slips to number 3 and there's a reappearance at 10 for the classic Zelda. Humans and Lemmings are both still performing well.

REVIEW



Now, courtesy of Gametek, you have the opportunity to get those vocal chords strained, as you recreate the famous call of the Lord of the Jungle. Swing on vines and fight against crocodiles and poachers in this eco-friendly, action-packed, vine swinging platformer.

You are, as you may have guessed, Tarzan, Lord of the Jungle and protector of all those who dwell therein. But, with this position of high importance comes responsibility. All manner of beasts rely on Tarzan's heroic exploits to help them with their troubles. And so we have a story.

The first of these adventures concerns a poorly ape which is suffering from a bout of, er, ape-endicitis or something. The sorry primate needs Tarzan to collect some special flowers which, in the hands of a highly skilled witch doctor, will produce a miracle cure.

After a spell of flower picking (is this really the behaviour we expect from the ape-man), Tarzan turns his attention to a group of natives who

have had their gold stolen by some heartless brigands. A politically correct message of 'crime doesn't pay' is hidden here, since the plane carrying the gold crashes into a river.

To help, the river creatures have taken the gold to their lairs, and it is from here that Tarzan must retrieve it. A confrontation with the Croc Boss caps off this particular instalment in typical Tarzan style.

Tarzan must also contend with thoughtless explorers, who have set fire to the jungle in a bid to capture the fleeing animals and take them to zoos. Our intrepid hero must set

about rescuing these stampeding creatures before attempting to pacify the frantic Lion Boss.

Attention then turns to yet more evil men (a message again?) who are poaching ivory from the elephants' graveyard and also capturing apes for their zoos. The baby elephants and apes must be rescued, and Tarzan, it seems, is the only one capable of achieving this feat.

The final confrontation is slightly more personal.

Tarzan has not endeared himself to the poachers by meddling in their affairs, so, as an act of revenge, they kidnap his, er, wife? mistress? girlie? whatever the relationship happens to be. Faced with the possibility of being left alone in the jungle with only the trees and Cheetah (where he?)

for company, Tarzan jumps into another rescue mission.

This quest takes him to a Lost City of the Incas, but, once he's rescued his sweetheart, he's free to take things a little easier. He can rest, have fun, swim in the calm blue lakes and do all those things you would do if left alone without TV and video.

All this action takes place over some monumental eight-way scrolling levels. There are trees, platforms, the famous vines from which to swing above ground and pits, and traps and tunnels to search through below ground.

All manner of jungle fauna conspire against our jungle friend. Spiders, beetles, snakes and birds get in the way, as well as some manic witch doctors.



TARZAN

How do you spell 'aaarghh, aa-aarghh, aa-aarghh, aa-aarghh, aaarghh', in high pitched tones? The sound which every jungle dweller would recognise - the sound of Tarzan

and heartless explorers.

Graphically, Tarzan is near the top of the pile marked 'very good'. There's plenty of smooth animation, with a definite cartoon style to the sprites. Each jungle inhabitant is quite well detailed, bobs around with gusto and attacks Tarzan with a fervour that's quite unnecessary.

To defend himself, Tarzan can collect an array of weapons ranging from an unlimited number of knives, with which he starts, to a bow and arrows, spears and a gun.

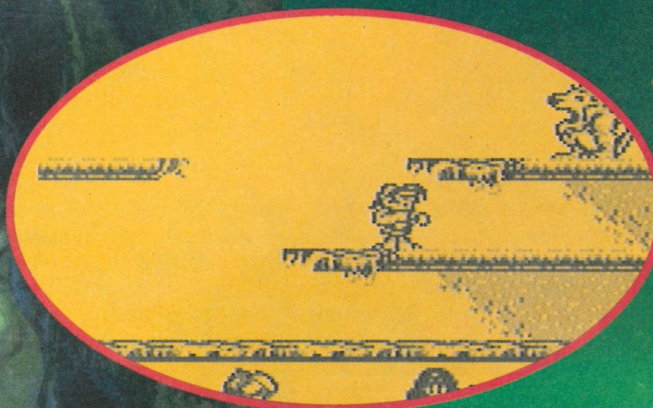
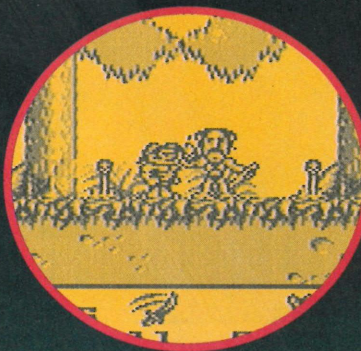
Some of the animals leave behind apples to boost Tarzan's energy, and there are extra continues and time boosters too.

Yep, all this running around is set against the clock. But, it's all in a day's work for the heroic Lord of the Jungle.

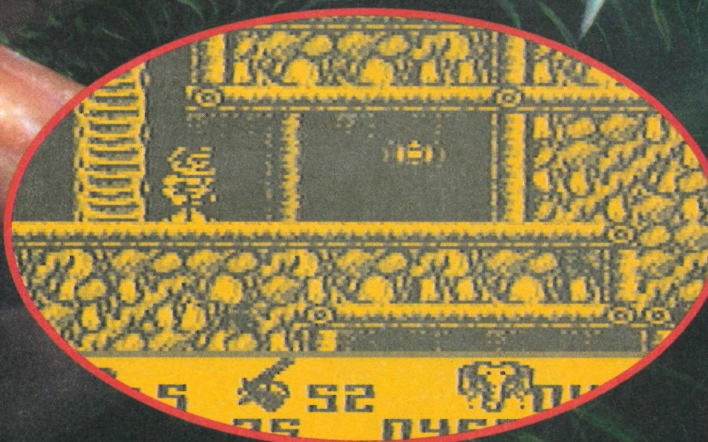
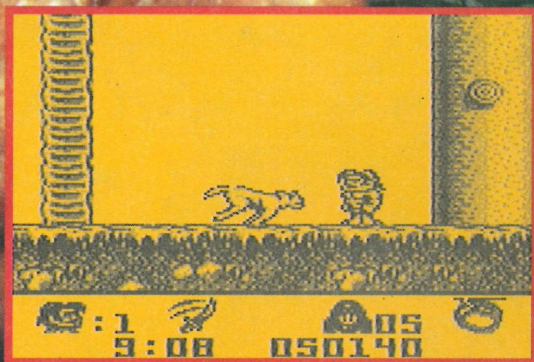
Sounds and tunes are functional and merry but certainly aren't going to win any Grammys. It's from the immensity of the levels that the entertainment is derived. There's a huge amount of searching to be done in each of the six different missions, and while this can be frustrating at times, it's never boring.

Bog standard platformers have plagued the Game Boy market. Fortunately, Tarzan offers enough in the way of challenge and size to stand out from the crowd. It doesn't push back the boundaries of Game Boy games, but does offer enough enjoyment and lastability to make it a worthwhile purchase.

Worth taking a serious look at.



Above : Our muscle bound hero prepares to take on an end of level beast. Weapons are optional but might help

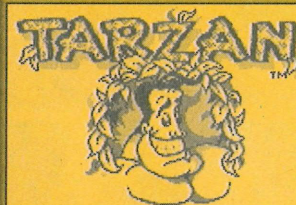


Above : The explorers have constructed mines in which they've hidden some of the baby elephants. The cruel beasts



Above : Each level is introduced with an amusing (!) little cartoon setting out the tasks ahead

GB PANEL



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OFFICIAL RELEASE

PUBLISHER Gametek

DEVELOPER Gametek

RELEASE DATE October

PRICE £24.99

Hmm, adventure platformers. Nothing new to make us sit up and take notice. Having said that, Tarzan does turn out to be quite gripping. It really is a challenge scouring the length and breadth of the jungle to aid and abet all Tarzan's pals.

There's also enough variation in the styles of the missions to offer that little bit more each time Tarzan makes progress. This stops the game from being an incredibly samey platformer, but doesn't quite elevate it to the rank of classic.

Still, with the size of the levels, you'll certainly get your money's worth. Strategy, puzzles and action add up to make Tarzan a fine contender in the well worn action/platform arena.

GAMEPLAY

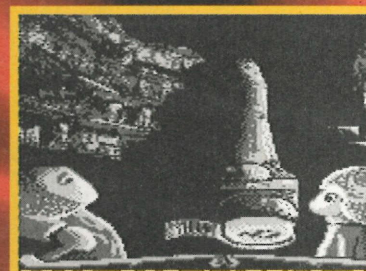
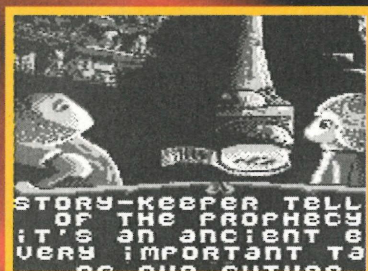
PRESENTATION

LASTABILITY

OVERALL

81%

REVIEW



How can you resist the plaintive cry for help from the cute little furballs? It looks like you've been collared into indulging in some mental aerobics once again.

Lemmings was a global phenomenon, collecting awards and plaudits from just about everyone who

played it. It was a little surprising that all the challenge and addictive gameplay could be packed into the Game Boy version, but pack in it did, resulting in a resounding 95% score from your favourite mag.

But would the sequel enhance the original version, or was it to be merely more levels of the same? Well, Spidersoft, the developers

behind The Tribes, have surpassed themselves. Many games get converted to the small green screen as mere copies of versions from other formats, with little thought actually going in to what works and what doesn't on this unique machine.

Lemmings 2 is different. Some new skills and abilities which featured in the PC and other versions simply didn't or couldn't work on the Game Boy. So, rather than just drop them and produce a poor relation to the other formats, new skills were added.

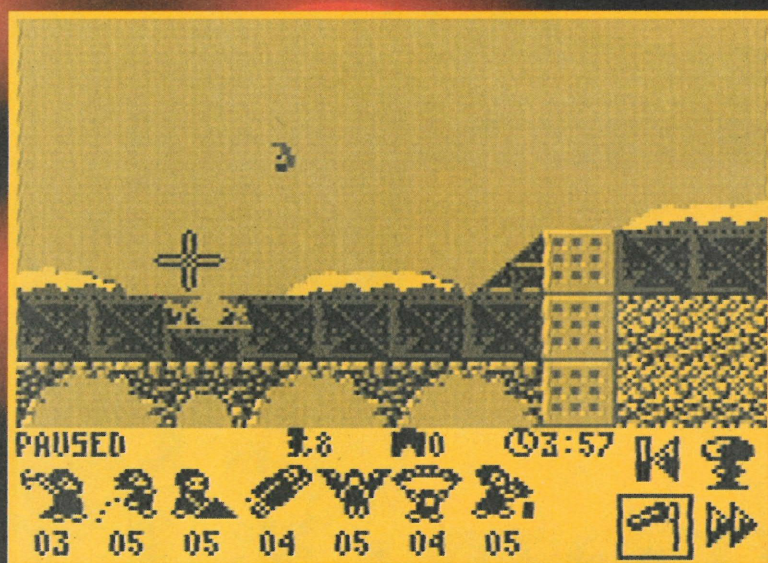
Adding new skills meant changing some of the levels, and developing new strategies which would be unique to the Game Boy version. And this is what has happened in quite stunningly impressive style.

So, in each of the 12 areas, you have to guide the Lemmings to safety, utilising their many and varied skills. Once you've got them to the exit, you'll be given a gold, silver or bronze

rating, depending on how many of the Lemmings you managed to redeem from certain obliteration.

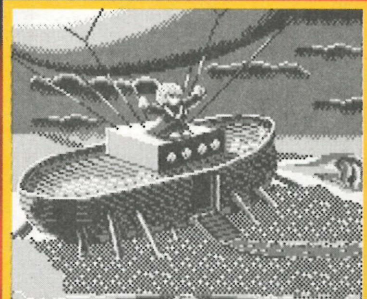
Each tribe has to be guided through 10 levels, and in order to be rewarded with a piece of the Talisman, you have to get a gold rating for each level. Even if you manage to save one Lemming, you can progress to the next level, but you'll have to replay that section at a later date to earn the Talisman.

There are a



LEMMINGS

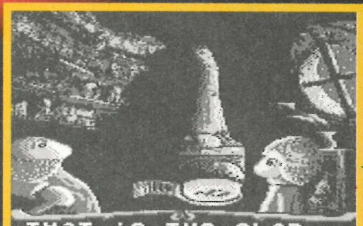
Lemmings eh, don't you just love the little rodents? Of course you do, that's why you're going to save them from extinction by guiding them to safety. Might just take a little time, that's all



FOR MANY SEASONS OUR SHIPWRIGHTS HAVE WORKED TIRELESSLY UPON A GREAT VESSEL.



BY THE POWER OF THE REUNITED TALISMAN, THE VESSEL WILL CARRY US FAR AWAY FROM DARKNESS, TO A NEW LAND.



THAT IS THE PLAN. NOW ALL THAT REMAINS IS THE EVACUATION. ALL OF OUR TRIBES? AH, BY THE VERY GUIDING FORCE THAT HELPED US BEFORE AND AS WRITTEN, WILL DO SO ONCE AGAIN. THE GUIDE WHO

Ballooner, who keeps rising until he hits something and bursts, 'ground removing' skills include the familiar Diggers and new Flame Throwers, 'shooting' skills involve throwing rocks which stick to the landscape, 'movement' skills see Lemmings Kayaking and Hopping, and 'miscellaneous' skills include the superb Super Lem, creating gasps of, 'is it a bird? Is it a plane? No, it's Super Lem.'

Mental agility is the name of the game for sure. With multiple entrances from which the Lemmings emerge, you really have to keep on your toes. But, there are also some really neat new features.

Rather than use a boring old blocker, use an attracter instead. This little Lemming gets out his instrument and starts

boogying away, allowing all the other Lemmings within earshot to get on down to the beat.

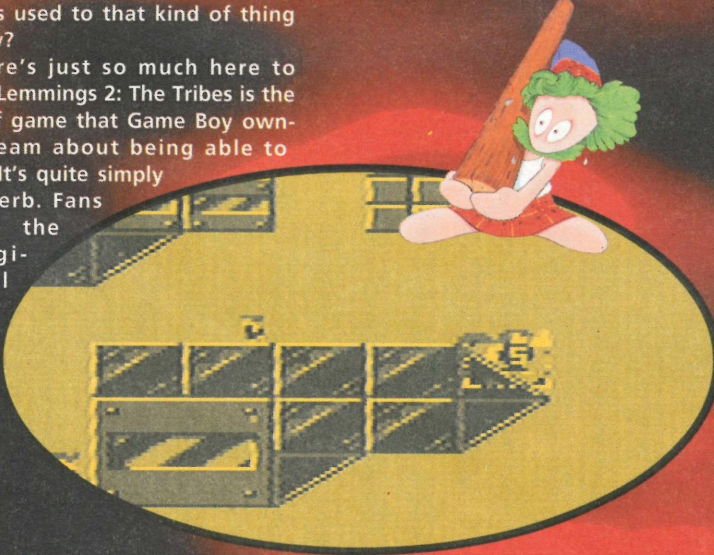
This brings us neatly on to some of the sound effects. Apart from the in-game tunes being really bright and cheerful, the FX are top quality too. The cry as a Lemming disappears from the face of the island is quite sad, giving extra impetus to the determination to save the little critters.

With the Super Game Boy, it might be a little easier to see some of the areas, since a tiny criticism could be that the viewing area is small. But hey, aren't Game Boy owners used to that kind of thing by now?

There's just so much here to enjoy. Lemmings 2: The Tribes is the kind of game that Game Boy owners dream about being able to own. It's quite simply superb. Fans of the original



Lemmings should put this at the top of their Christmas pressie list pronto. Heathens without Lemmings should also get their hands on this beaut. It's one of those carts no respectable Game Boy collection can be without GBA



THE TRIBES

GB PANEL



PLEASE SELECT:

PLAY MAP

OFFICIAL RELEASE

PUBLISHER Sony/Psygnosis
DEVELOPER Spidersoft
RELEASE DATE November
PRICE £TBA

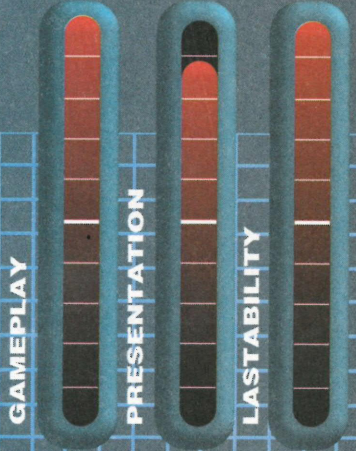
Well, oh, well, what can I say? Lemmings 2, one of the all-time greats. Brilliant. Superb. Excellent. Marvellous. Joyful. Stylish. Compulsive. Compelling. Addictive. Tremendous.

Stunning. Stupendous. A pinnacle of Game Boy programming. Great. Glorious. Eminently supreme. Splendid. Princely.

Get the message? There's so much challenge packed into this 4 Meg cart that you'll be trying to rescue the doomed Tribes for an aeon. And what an aeon of infuriatingly addictive and compulsive brain bending that will be.

Very rarely in the history of the Game Boy do you get games of this quality. Go out and buy it and see for yourself. Now.

There. I've finished now!



OVERALL

95%

REVIEW

Everybody's favourite Tasmanian Devil (how many others do you know?) springs onto the 'Boy like a man possessed. Hold onto your hats for Taz's Island Chase...

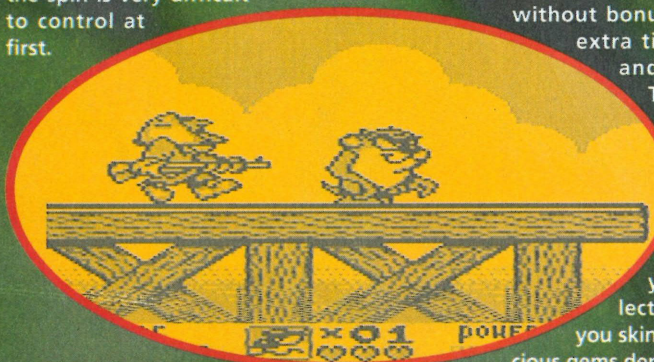
As you've probably guessed, Taz is a manic character with more beans than you'll find in a Heinz factory. It seems fitting then that this game is as manic as its cartoon counterpart.

He's fast, he's frightening and he's downright filthy. The likes of Taz arrive maybe once in a lifetime. But what's this? He's in big trouble in this, the latest offering from Marubeni. Developed by Sunsoft for the American release and finally getting its official release in the UK, this sequel sees the luckless Taz made homeless.

The reason for Taz's predicament is his own fault basically. After breaking out of Acme Zoo (where else?), big game hunters are out to grab the devil and collect their handsome rewards.

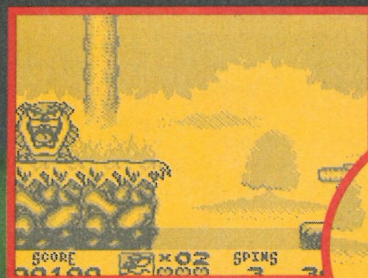
So, the search for a safe environment begins! His quest will take you through five islands, each containing countless numbers of dangerous hazards to avoid.

There are thousands of South Pacific islands, so surely one will be a place of safety for our fugitive! Armed only with his natural attributes, Taz can either stomp on the enemies or do his world famous Tornado Spin. Be warned though, the spin is very difficult to control at first.



LOONEY TUNES 2

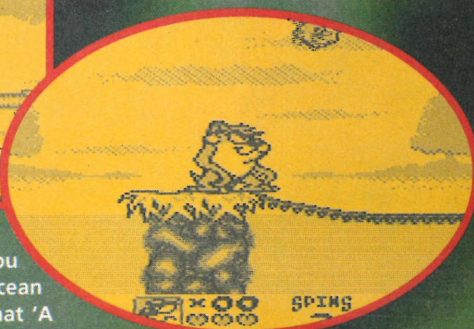
TASMANIAN DEVIL IN ISLAND CHASE



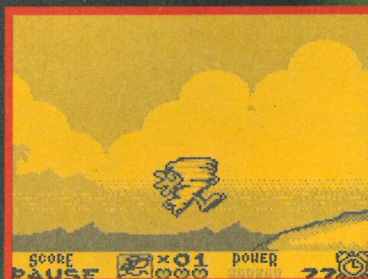
At the end of each island you will have to spin across the ocean to island hop. Failure to tap that 'A' button for all it's worth will result in sinking below the waves, never to be seen again.

As you'd expect, there are plenty of options, including selecting the number of continues you feel you'll need throughout the game.

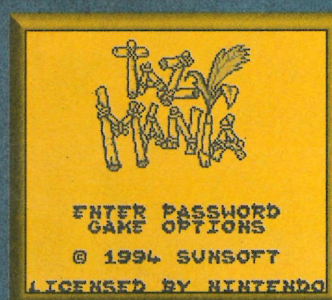
Also, where would a platformer be without bonus icons for extra time, points and energy? There's even a bad luck icon which will take away the diamonds you've collected, leaving you skint in the precious gems department.



Those who remember the original Taz cart, released a while ago, will notice a marked improvement in the graphical quality. The gameplay is also much more fluid in its execution, giving the whole thing a much better feel than its predecessor. The second Taz game will leave the original sitting on the shelves, and is so good, it leaves me dizzy! **GBA**



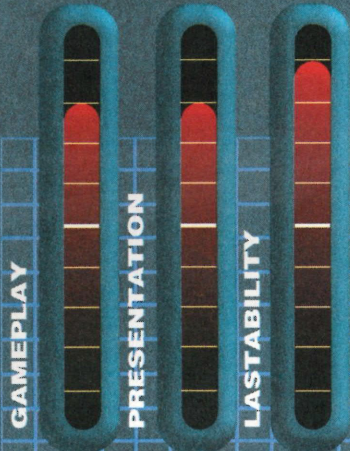
GB PANEL



OFFICIAL RELEASE
PUBLISHER Marubeni
DEVELOPER Sunsoft
RELEASE DATE Oct/Nov
PRICE £24.99

After the horribly average Taz cart of a year ago, you would have thought there'd be little chance of a sequel. But, here it is in all its glory, and I guarantee you'll be able to get past the first level. Anybody who owns the first cart will know exactly what I mean when I say that.

Taz's second coming is a much more professional outing, and has infinitely more playability than the first effort. The Tasmanian devil himself has more than enough character to carry the game, but this is by no means the only plus. A decent challenge, coupled with excellent gameplay and presentation, make this a fun game to play. As for its long term appeal, I'm not too sure, but for the time being it will do nicely.



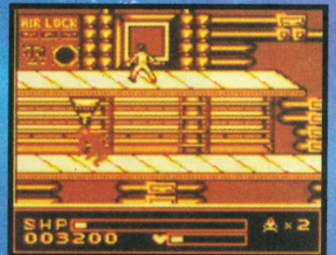
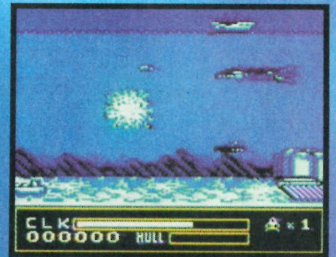
OVERALL

83%

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REVIEW



The year is 2636 and Earth is proving to be a curio for all manner of aliens with empire building ideas. We need a saviour. We need a Probotector. We need it now!



There's no such thing as a good alien in the video game universe. Every one you ever come across seems intent on causing humans serious harm, and the aliens taking centre stage in Probotector 2 are no exception. Brutal, unforgiving and downright nasty, that's these guys.

As you might imagine, this is causing some concern amongst the governments of the Earth. Cities are being systematically razed to the ground, citizens are being slaughtered, monuments shattered, the very fabric of Earth's existence as we know it is in danger of total annihilation.

But, help may be at hand. The scientists who have so far managed to avoid being caught up in the slaughter have been hard at work. Deep in their underground establishments, hidden from prying alien eyes, they have found a saviour. This new, awesome technology is called the Terminator... no, sorry,

it's called the Probotector. There is a difference, of sorts, somewhere.

Probotector is a new generation of robot. It has the capability of destroying the might of the alien invaders - so it's hoped. Quite simply, Earth's in deep shtuck if it fails.

So, without fear, without compassion, without a packed lunch from its mother, the Probotector takes to the streets in a single-minded mission to save Earth. Simple. All the machine has to do is destroy the ravening hordes of evil aliens and succeed where armies and governments have previously failed. Piece of cake.

You take control of the Probotector as it hits the war-torn streets of a city. Burning debris lies crushed in the road, and manic aliens run riot with very large guns and grenade launchers. Hidden gun nests pop up from just about everywhere, spewing forth a stream of death-inducing lead.

While the Probotector is armed to the teeth, he's not totally invulnera-

ble. He can take five bullet or grenade hits before capitulating and winging his way to the great technological graveyard in the sky. But, help is available. In short supply it may be, but when it comes it's hugely welcome.

This help takes the form of power-ups which enhance the good old Probotector's arsenal of firepower. His standard gun can be transformed into a three-bullet beast of a weapon, spraying lead every which way. Then there's the flamethrower, grenade shells which explode over a distance and homing bullets which despatch aliens before they can get up to any serious mischief.

And by golly do you need all of this help. The Probotector's mission certainly is deadly, as aliens appear from in front, behind and above.

You need eyes everywhere.

It begins as a sideways scrolling shoot'em-up with a few platforms thrown in to give a slightly different angle on the baddies.

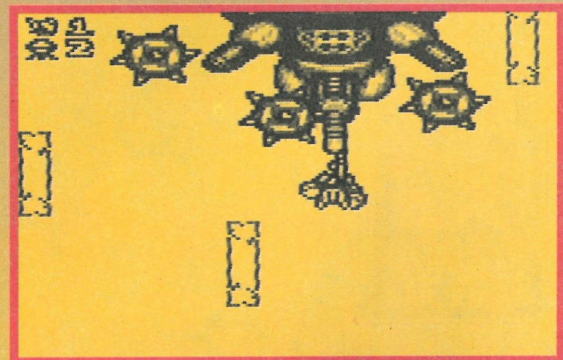
After a while, the Probotector can make use of a tank style machine. This enables our hero to withstand a great number of

hits before that finally gives up the ghost and leaves him on his own.

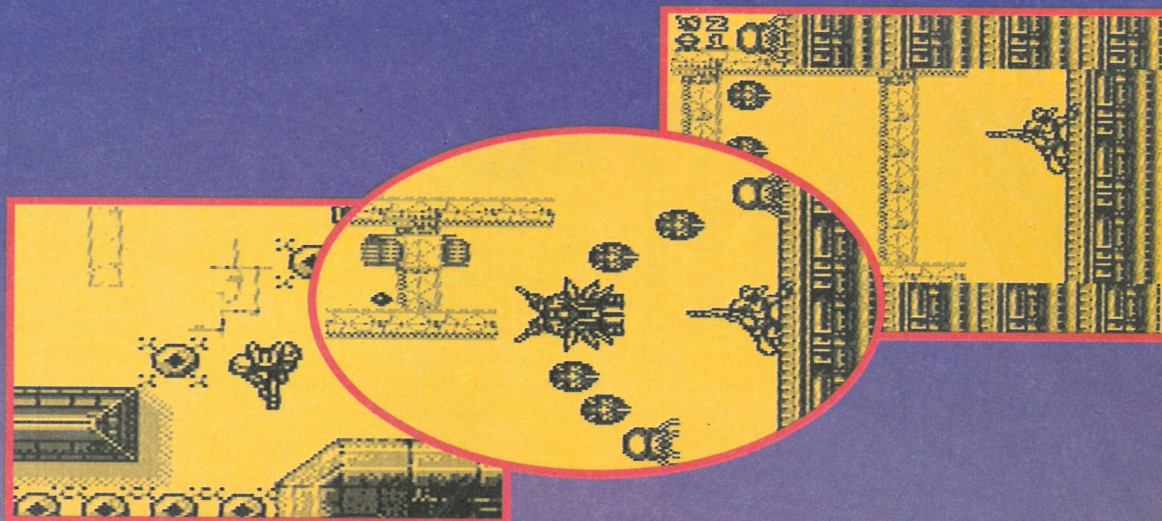
Probotector 2 is quite impressive in the way it incorporates quite a large array of different styles and aspects into the usual shoot'em-up theme. At no point do things get staid or boring. Just when you think it might get a bit samey, the Probotector is thrown into an above-view level, featuring some



PROBOTEC



Above: Nose to nose with one of the awesome end-of-level guardians. It's big, bad and difficult to beat



Above: Probotector shoots loads of aliens – 'cos that's what he does best seriously dangerous pods and huge great killer, er, ant-sort-of-alien-kind-a-things.

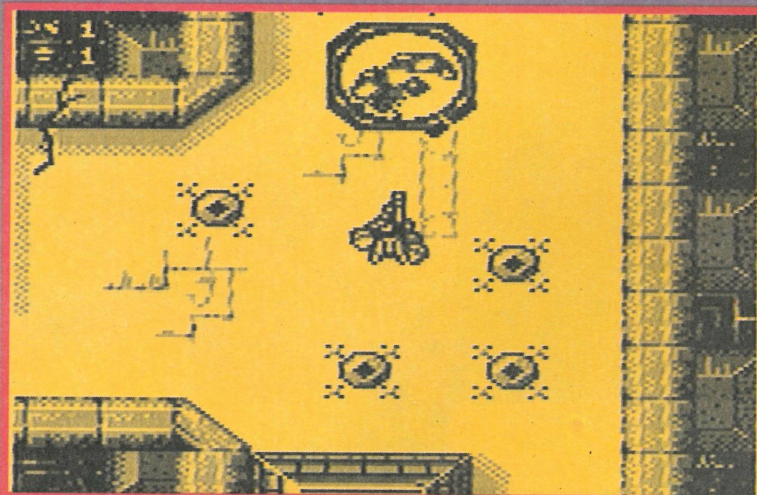
Then there's a chase up the side of a building – the Probotector clings for dear life while attempting to shoot the strange alien which has him trapped. Through all these changes of style and view, the one thing which remains admirably constant is the pace. It never dips below breakneck.

As the Probotector progresses through the levels, the number of aliens increases, their frenzy intensifies and it gets that much harder. And then there are the end-of-level guardians. Again, they offer a wide variety of challenges to this machine, requiring fast and accurate reflexes to overcome them.

Three levels of difficulty add to the game's appeal, although you'll soon be making progress. A password and continue option help provide some continuity, and as some of the stages are very difficult, you'll need all the help you can get.

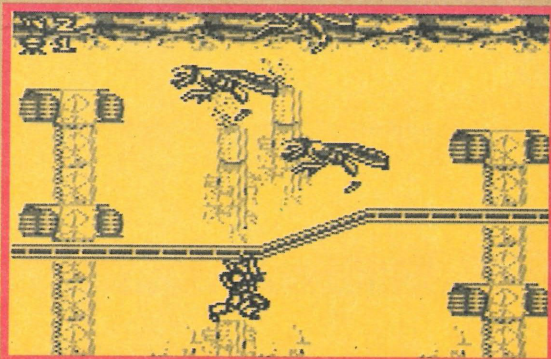
With smooth, detailed and entertaining graphics, accompanied by a few decent tunes to build and maintain the atmosphere, Probotector 2 offers a more than enjoyable diversion from platformers.

A little surprising perhaps, considering the nature of the gameplay, but Probotector 2 is a right rollicking blast'em-up, worthy of a place in anyone's prized collection of Game Boy ephemera **GBA**

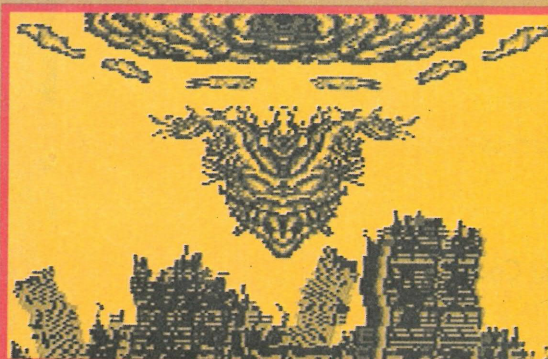


Above: A change of perspective gives a little added variation to the standard scrolling shoot'em-up format

TOR 2



Above: Swinging from the rafters, Probotector has to avoid or blow to bits a swarm of mutant wasps



Above: The evil face of the oppressing aliens. A city crumbles and falls in its midst. The people need a hero

GB PANEL



OFFICIAL RELEASE

PUBLISHER Konami

GENRE Shoot'em-up

RELEASE DATE October

PRICE £24.99

The first Probotector was very good and very popular. The sequel builds on this quite impressively, offering a decent challenge to anyone wanting to make a dint in the imperial aspirations of a vicious alien nation.

Nothing particularly stands out for special mention. The strength of Probotector 2 is that every aspect is of a high quality which makes the whole thing an entertaining blast. The difficulty is just about spot on, meaning that you'll get plenty of life out of it. And, when you're forking out £25, you've really got to be sure of this fact.

If you're a fan of the first instalment, or are simply tired of the endless platformers, Probotector offers good, solid, blowin'-aliens-to-pieces entertainment.

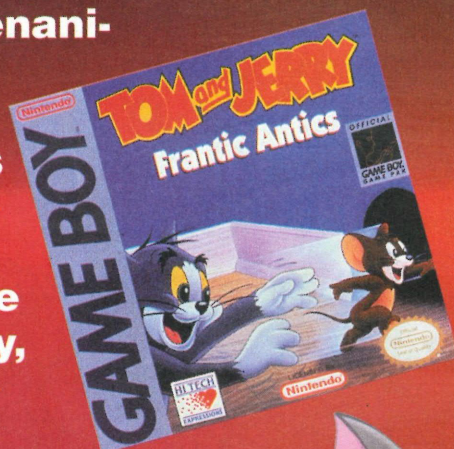


OVERALL

87%

COMPETITION

Tom and Jerry. Aren't they just the best? Their cartoon shenanigans have wowed generations of fans who live in the eternal hope that one day, they will be friends



Hi Tech Expressions launched Frantic Antics some while ago. It was reviewed on import in issue 19 and scored an admirable 85%. "A frustratingly playable platform pleasure" and "Frantic Antics certainly gets close to the very top ranking platform titles" are just two of the positive comments which greeted its arrival.

Now, to celebrate the official release on October 7, which sees the two warring chappies fighting on the same side, we've got 10 brand spanking new copies of the

cart to give away. How's about that then?!

Of course, to get your mitts on one of these top rated platformers, we do have to ask you to do something. So, without a spark of originality we'll go for the good old three question routine. I'm sure you know how it works. Just bung the answers on the form and send it to the address below.

You never know, in return, you could be enjoying a spot of manic action thanks to this multi-level platform-action-puzzler. Worth a stamp, surely **GBA**

A BIT OF CAT AND MOUSE

COMPO COUPON

ANSWERS

Send your entries to:

**Tom & Jerry
Competition,
GB Action,
Europress Direct,
PO Box 2,
South Wirral,
L65 3EA**

1)

2)

3)

Name

Address

.....

.....

Post Code

Answers to be in by 20 DECEMBER 1994.

☐ I do not wish to receive promotional material from other companies

All employees of Europress Publications and their families are banned from entering. The Editor's decision is final and no correspondence or phone conversations will be entered into.

QUESTIONS

1) Tom's a cat, Jerry's a mouse, what's Ferdinand the Dog?

- a) A dog
- b) A helicopter
- c) A fish

2) If cats chase mice and dogs chase cats, what chases dogs?

- a) Cars
- b) Andy
- c) Bulls

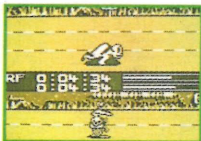
3) Which of the following could be described as a Frantic Antic?

- a) Sleeping
- b) Watching TV
- c) Getting chased by a mutant wasp

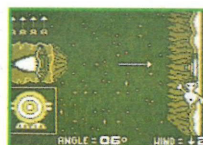
OOIE GOOIE HOLDS ONTO THE TITLE OF BIG BOUNCE CHAMPION!



As our team coach said to me just before I entered the 100 Qbits Sprint - "It's easy... just run as fast as you can. If you don't



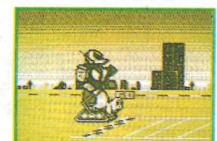
win the race you just lose your life." That's the whole shooting match with the Alien Olympics... you're racing to be a hero, or to die in front of your devoted fans. And now I'm just not so



for the Lunge, Leap & Splat?... Or maybe my greatest five seconds were pencilled in for the Jetpack Tag. It's

sure... should I have entered

too late now... oh, look there's my mate, Frimpston... I'm not so sure he's competition fit for the Flob Flob."



GAME BOY



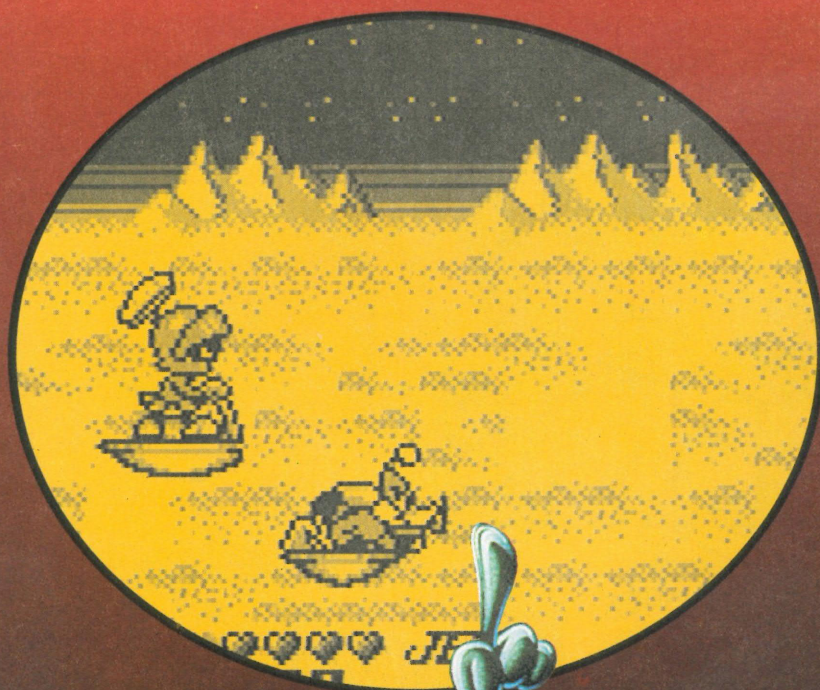
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REVIEW

DAFFY DUCK

Duck Dodgers against Marvin the Martian was a classic cartoon, and now, courtesy of Marubeni, it's on the verge of becoming a classic game. Let's quack on

MARVIN



green men'. He's also a bit peeved.

Now bad guys always seem to have a bad attitude about many things, and Marvin is no exception. His particular problem is his view of the planet Venus. It appears that Marvin is a bit of a star-gazer in his spare time, when not out scaring astronauts with a startling array of weaponry.

Staring fondly into the night sky, Marvin notices that one of his favourite views has been obscured by a strange blue-green planet. Yep, Venus, apparently one of the prettier constellations in the heavens, is out of sight. Now, rather than wait for the natural rotation of the planets, Marvin decides to adopt a more radical approach.

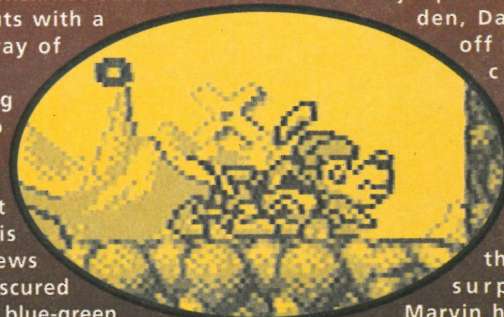
Quite simply, he decides to get Earth out of the way by destroying it. Our planet needs a hero, one with an unlimited ray gun and a

nifty line in Jet Pacs. There can be only one who meets this criteria. Duck Dodgers is his name, planet saving the game.

Grasping the proverbial bull by the horns, and with guts which the biblical Daniel would have needed as he jumped into the lions' den, Daffy shoots off to Mars to confront Marvin.

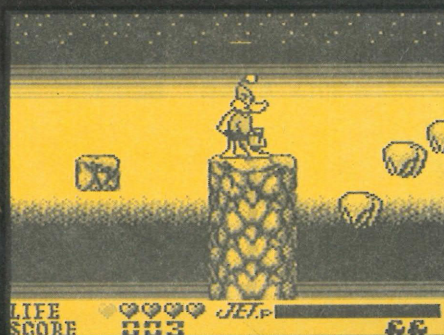
He isn't just up against Marvin the Martian though. Not surprisingly, Marvin has enlisted the help of some friends and some machines to help out in his destructive quest. Throughout the four stages, our intrepid hero has to face robots, Marvin's dog (imaginatively named K-9), and Instant Martians ('just add water' is what it says).

On top of this, there's a wide assortment of other oddball space

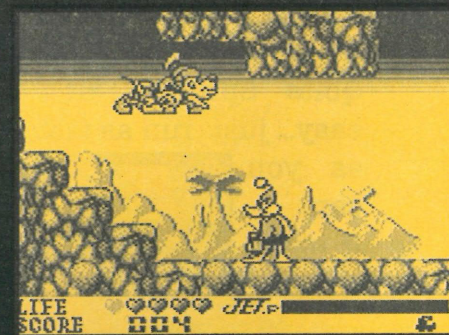


Is Daffy Duck aka Duck Dodgers set to become one of the new video game heroes? He's right on course after this venture on to the handheld, with a mission to save the Earth.

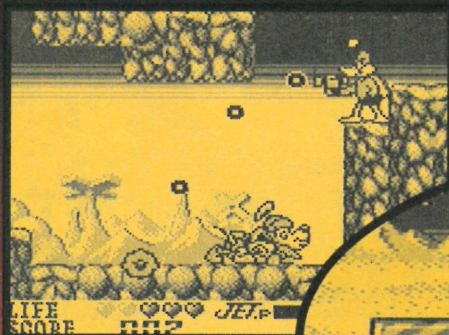
The story concerns a toon villain by the name of Marvin. This evil despot is a resident of the planet Mars, one of the original 'little



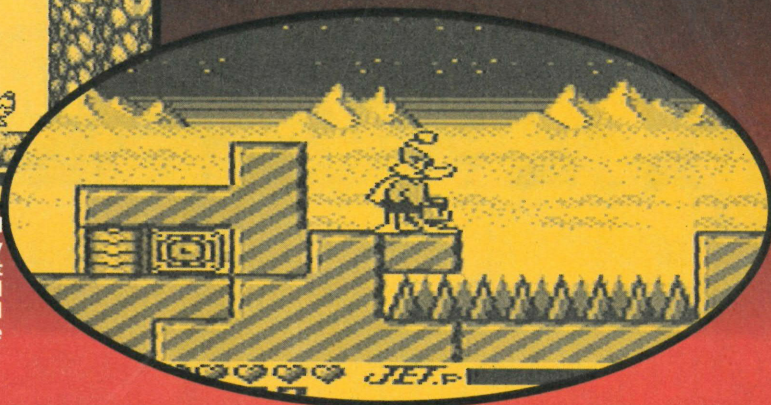
Above : Daffy peruses the challenging array of platforms which lie ahead!



Above : This mid-level monster is a manic hound and takes some beating



Above : Rather limp and looping bullets but they do the business against this alien. Right: Careful control of the Jet Pac will take Daffy across the deadly spikes



MISSIONS

creatures which need to be shot or jumped upon.

So, how does it play? Well, the Jet Pac offers a quite innovative mode of navigating the various platforms. Daffy needs the Pac to jump any distance, but by careful control of the buttons, he can just use spurts of power to make him travel further or higher.

This method of transport may take a little getting used to, but offers a much more interesting challenge than the simple high and low jumps which feature in many platformers (oh yes, if you hadn't already guessed, it's another platformer).

Daffy also moves quickly and remarkably smoothly. The main sprite is large, bold and well animated, and does the famous duck

the justice that a character of his standing deserves.

There are also a number of puzzle elements involved. Daffy has to uncover ringing alarm clocks which, when shot, open doors, allowing access to new areas.

Daffy can also collect hearts to replenish his energy. He's going to need them too, since the bad guys also move with startling pace and fluidity.

Shooting the rampant aliens boosts Daffy's score, as you'd expect, and these points can then be traded in for

newer, more potent and bizarre weaponry. Progressing through the levels, Daffy faces increasing numbers of hostile creatures on which to use his new

arsenal. It all adds up to a thoroughly entertaining, fast, smooth, action platform adventure which will amuse and challenge at the same time.

Daffy also features some neat tunes and sound effects to accompany the duck on his Earth saving missions.

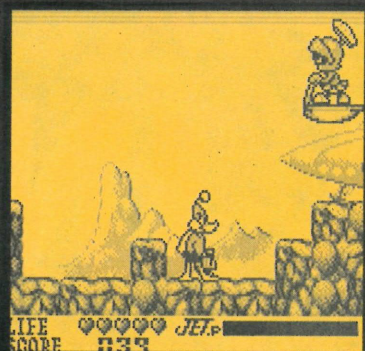
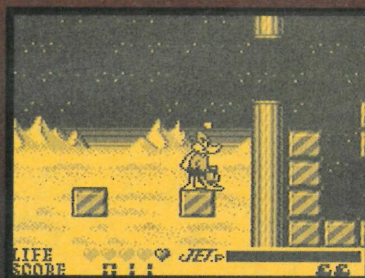
So, are there any down sides to this otherwise top notch platformer? Well, there are only four levels, which could prove a bit limiting for some of the more nimble fingered games players.

However, having said that, each level is particularly large

and lacking restart points.

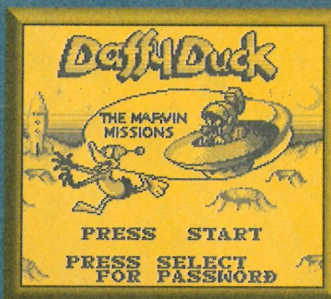
This can be a little infuriating, as you can travel a long way through a stage only to die near the end and have to redo the whole thing again. But this adds to the challenge I suppose. Nice idea, but you'll probably take quite a few goes before any significant progress is made.

Daffy Duck's Marvin Missions is a top quality platformer offering challenge, speed, a few puzzles and one of your favourite cartoon characters. It's bound to be a winner GBA



Above : Daffy faces Marvin with guts and a big gun

GB PANEL



OFFICIAL RELEASE

PUBLISHER Marubeni

DEVELOPER Sunsoft

RELEASE DATE October

PRICE £24.99

We're in familiar territory with the platform genre, but for a change, a new little innovation has been included to add a bit more challenge. The Jet Pac mode of jumping is a small feature which makes a big difference to the usual routine of running and jumping.

Combine this extra dimension to the gameplay with some top graphics, ultra smooth animation and a highly likeable main character, and Daffy's Marvin Missions turns into a fine addition to a well worn genre.

While there's nothing original about Daffy, it does what it sets out to do very admirably - that is, to provide quite a number of hours solid entertainment. Certainly one to take a look at if you fancy another platformer.

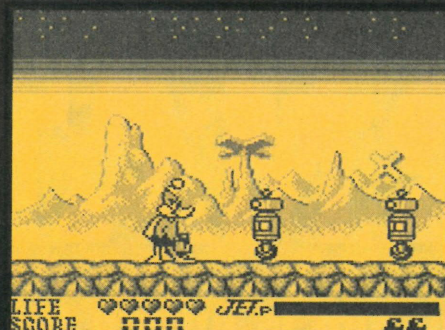
GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

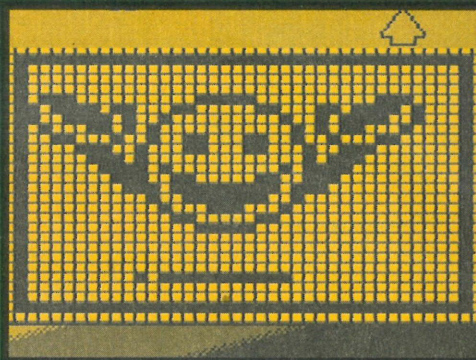
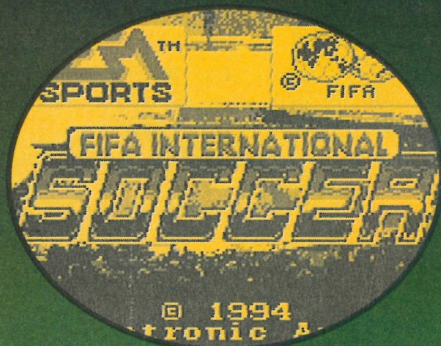
88%



Above : Robotic aliens stand in the way of Daffy but offer little resistance

NEWS PREVIEWWS P

Coming soon to a Game Boy near you ● Coming soon to a



Above: You've scored a stunning goal and it's time to smile. Check out the anim



Above: The graphics and presentation are absolutely fantastic I'm sure you'll agree

Okay, let's be honest. I was a little surprised to hear that FIFA was being converted on to the Game Boy. This became the definitive football sim when it appeared on the Mega Drive some time ago, packed with some unbelievable detail. To cram all that playability on to just four Meg would be a daunting task.

The software house Probe were drafted in to make this idea a reality for Game Boy owners. So, how is it looking?

I'm gobsmacked, to put it bluntly. I've played FIFA on Mega Drive, SNES and PC, and would you believe, the Game Boy version is looking almost identical (apart from the colours, of course). FIFA is head and shoulders above all other football games in the realism stakes,

with each player having a host of different frames of animation. These have all been incorporated into the Game Boy version, giving it the same look and feel as its bigger, more illustrious brothers.

All 50 teams are included with their relevant strengths and weaknesses. You can go through all the options also featured in the other versions. The Game Boy conversion has lost absolutely nothing.

Also included are the digitised animations which greet a goal. In fact, I can't think of anything from the other versions which isn't here.

If you've played FIFA on any of the other formats, and let's face it, what self respecting football fan hasn't, you're almost certainly gonna be amazed at what Probe have achieved.

If you've never seen FIFA in your life, then you're in for a treat. While a couple of things have yet to be sorted out for the final version, the copy we saw was still highly playable, and once tweaked, should play with the kind of dreamy fluidity Game Boy owners yearn for.

For some of the non-initiates, here are a few of the features you can expect:

Tournament, Exhibition, League or Play Off games. Varying game lengths, from 2 to 45(!) minute halves. Fifty teams, each with individual ratings for attacking, defending, tackling and the like. Different weather conditions from hot to drenched. Artificial or grass pitches.

Numerous formation options and

strategy decisions can be made, all of which can be changed during the course of the game.

Then there's offside rules, which can be switched on or off, foul modes which can penalise no fouls, or some, or all. Goalkeepers can be player or computer controlled, and the game 'style' can induce action or a more realistic simulation.

On first look it appears that Probe have done a quite remarkable job in bringing all this entertainment on to the tiny handheld, and of course, it's

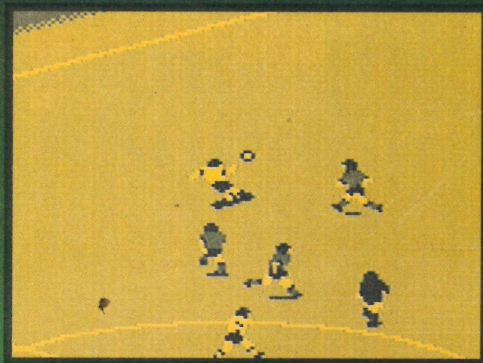
FROM: **THQ** OUT: **NOVEMBER**

FIFA INTERNAT

The world's biggest selling, most realistic football sim is hitting the Game Boy. In a world exclusive, here's FIFA on the small green screen

REVIEWS PREVIEW

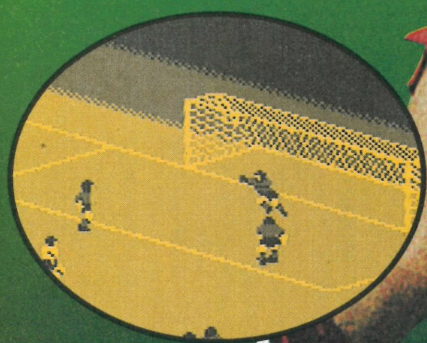
Game Boy near you • Coming soon to a Game Boy near you



Above: FIFA has lost virtually nothing in its conversion to the Game Boy

Super Game Boy compatible, which may make it more accessible to many SNES owners not wanting to fork out £50 for their version.

There'll be a full and in-depth review of the soccer sim that's ready to rocket to the top of the league in next month's action packed issue. You just can't afford to miss out on this GBA



Game Setup

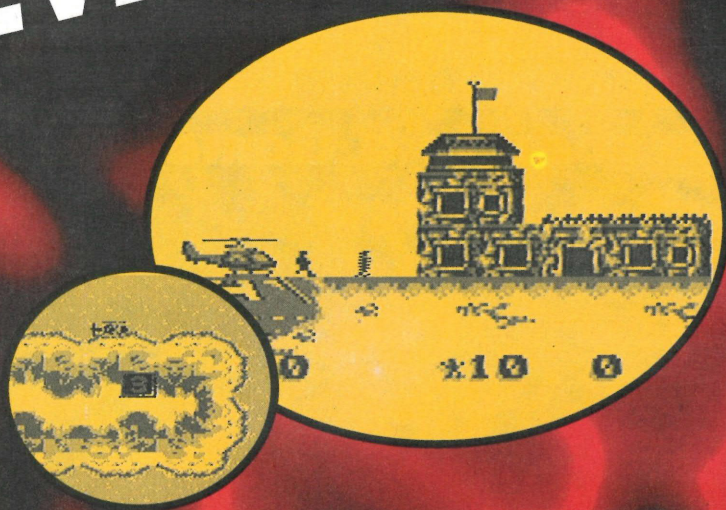
Language	English
Play Mode	Tournament
Teams	1
Half Time	4 minutes
Goalies	Computer



Above: If options are your particular thing then you can't go far wrong with FIFA

IONAL SOCCER

REVIEW



Time to don flying helmet and goggles, grab the joystick firmly in your hand and take to the skies. Choplifter 3 is yet another entry in the best helicopter shoot'em-up competition

CHOPLIFTER 3

This sideways (and up and down) scrolling helicopter shoot'em-up has enjoyed quite a bit of praise on all the numerous formats it has appeared on. The Game Boy version of an earlier incarnation, cunningly titled Choplifter 2, weighed in with an admirable 78% back in the early days of GB Action.

Choplifter 3 thrusts you into a world of daring helicopter rescues in villain infested terrain. Along the way you're gonna have to face gun emplacements, missile silos and tanks, all intent on making charcoal out of you. Put quite simply, everything has to be destroyed while you try to pick up numerous servicemen who are 'missing in action'.

As well as flying in the normal fashion expected of helicopter pilots, like above the ground, the skilful Choplifter pilot must descend into subterranean caverns. Keeping careful control over the rotors, you have to fit this expensive piece of military equipment into some tight areas. It requires a great deal of coordination as well as a fair amount of bravado and derring-do!

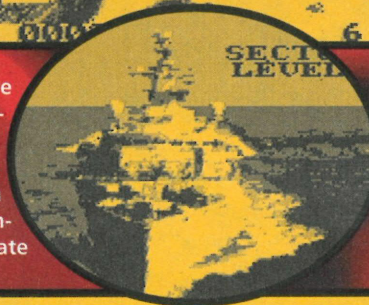
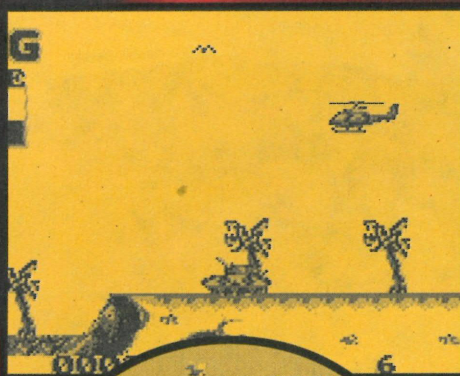
All this action takes place over a wide range of terrain, as you move from sector to sector, picking up varying numbers of servicemen. Travelling over the oceans throws

up new challenges, as submarines appear from below the surface, fire a missile and then disappear again into the murky waters. It's tricky, needing quick reflexes and total control over the unique movement of the helicopter.

Of course, your chopper can only take so much damage from flak, missiles and the odd unfortunate bird, before it crumples in a distressing heap. With this in mind, you're provided with five choppers with which to complete each mission.

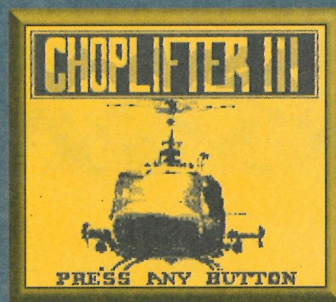
Choplifter 3 offers quite a good deal of challenge, with a wide array of missions to be completed. The graphics are adequate if not exactly spectacular, and the sound effects are what can only be described as surprisingly good.

It all adds up to an entertaining shoot'em-up which could be well worth taking a peek at if helicopter games are your thing - or if you liked any of the earlier versions **GBA**



Above: The Choplifter, yippee, we're saved!

GB PANEL



OFFICIAL RELEASE

PUBLISHER Sony

DEVELOPER Ocean

RELEASE DATE October

PRICE £27.99

Choplifter 3 is good. Not outstanding or definitive or anything like that, just solidly okay. It has plenty of challenge packed in through the numerous difficult levels, and this is helped by a password system. What it lacks is some manic, intense, blast'em-up action which would make it stand out in the shoot'em-up stakes.

As it is, you do some shooting and dodging, and all those usual things, and an awful lot of just travelling around trying to locate the servicemen. It just seems to lack a bit of bite.

In direct competition with Desert Strike, Choplifter 3 is left a little wanting. It's certainly okay in its own right, but it's just not all that spectacular.



OVERALL

76%

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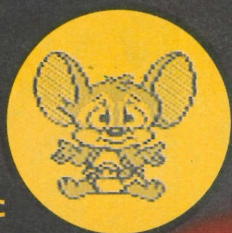
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NEWS PREVIEWWS

Coming soon to a Game Boy near you • Coming soon to a

FROM: Konami OUT: November



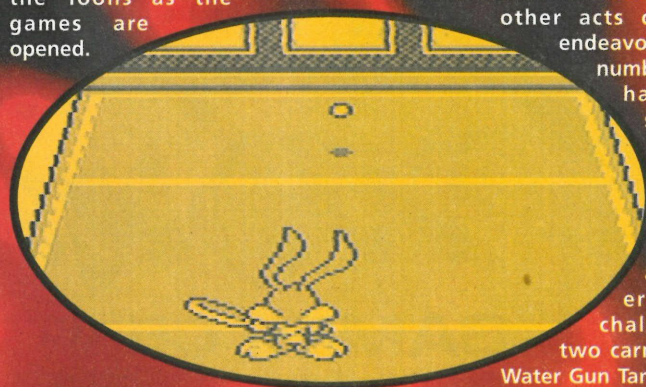
The Olympic spirit has reached the Toons of the Looniversity, and in a bid to find the coolest Toon of all, a sports festival and carnival have been organised. Buster Bunny aims to prove he's the top, and Babs hopes to show her talents too

The Acme Looniversity is a hive of activity, with virile young Toons competing against each other in all manner of adventures against brigands such as Montana Max. But now it's time for some well earned rest, relaxation and rehabilitation.

With no towns needing saving and no missions of mercy to be undertaken, there's time to take it easy. But active young Toons don't want to rest for too long. They seek new challenges to test their metal.

So, they decide to set themselves a test with nothing more at stake than pride and ego size. It is to be a sporting contest requiring a wide array of talents. Football, basketball, tennis, golf, American football and baseball are selected as the sports to test the challengers.

A welcome from the host greets the Toons as the games are opened.



TINY TOON WACKY SPORTS ADVENTURES

Then you get the chance to enter the sports festival, or take part in a couple of carnival games which are keeping everybody amused. You can choose to control Buster or Babs Bunny – no sex discrimination going on in these athletic championships. (No performance enhancing drugs either, which is a pity when some of the qualifying requirements prove to be out of reach).

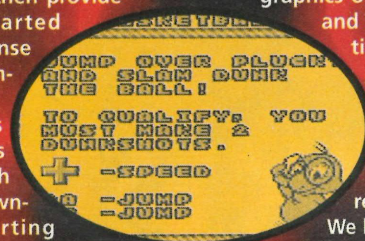
Buster (or Babs) now enters the competitive arena. With football first up, you have to score three goals past the agile 'keeper in order to qualify for the next event.

This format continues through the other acts of sporting endeavour. A certain number of 'goals' have to be scored in order to move on.

Three levels of difficulty add considerably to the challenge. The two carnival events, Water Gun Target Shooting

and Water Panic, then provide a little light-hearted relief from the tense atmosphere of competition.

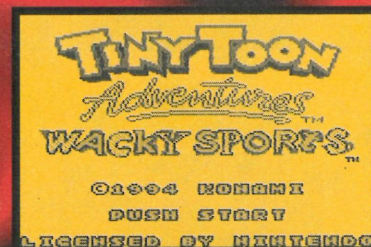
The adventures of the Tiny Toons are popular with most Game Boy owners, and the sporting theme, the cute, familiar



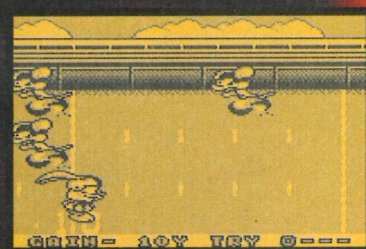
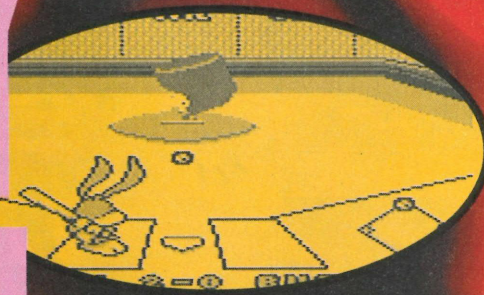
graphics of the Toon characters and the simple but addictive gameplay, should prove a winner.

There will be a full review of this potential chart topper in next month's review packed issue.

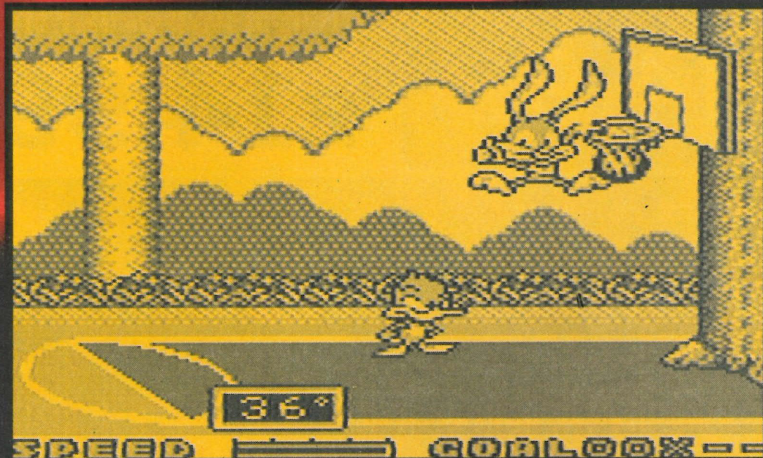
We bet you can't wait until then. I know we can't. GBA



Above: The intro screen! Looks good eh? A fine, er, intro screen



Above: Buster dons shoulder pads to weave past the US football defence



Above: Slam dunk in fine Shaq Fu-cum-Michael Jordan-cum-Buster Bunny style. Buster takes to these sports with commensurate ease. What a star

NEWS PREVIEWWS

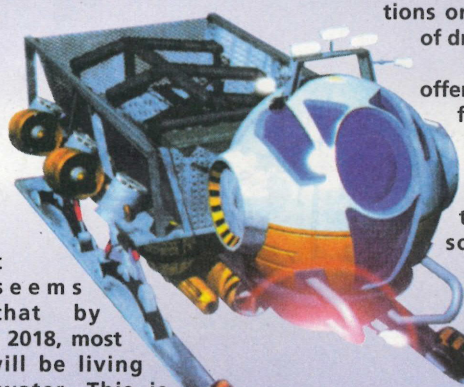
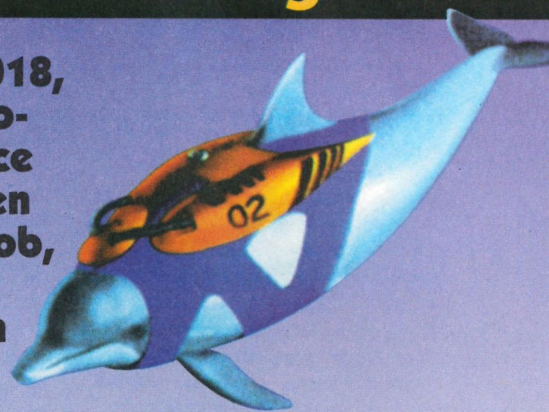
Coming soon to a Game Boy near you • Coming soon to

SEAQUEST DSV

FROM: **THQ** OUT: **October**

In the year 2018, with the exploration of space evidently given up as a bad job, the last great wilderness on Earth is explored.

SeaQuest DSV is to police the ocean, now home to thousands of communities



It seems that by the year 2018, most of us will be living below water. This is mainly due to the fact that most of the planet is now covered with the stuff. Depletion of the ozone layer, global warming and all that environmental malarkey, has resulted in people heading for the seas. But, further exploration of Earth's most dangerous frontier is necessary.

So, the UEO, the united governments of the world, have banded together to create the seaQuest DSV – a submarine of gargantuan proportions. It's big – over 1000 feet long, strong – made from black titanium, and fast. Its mission is to secure peace, and combat anything or anyone that would threaten the new, underwater colonies.

You take control of this awesome piece of 21st Century technology, it's crew and all additional craft. In a new, uncharted world, there's plenty of adventure, be it clearing up radioactive waste, thwarting the evil intentions of terrorist organisa-

tions or ridding the oceans of drug dealers.

SeaQuest DSV offers adventure, a bit of fighting, a few puzzles and requires more than a little manual dexterity. So, there should be something there to cater for just about every taste, and there's plenty of variety in the gameplay.

Seven different missions will put you in control of a number of different vehicles, ranging from the amazing seaQuest DSV, to smaller, one man craft.

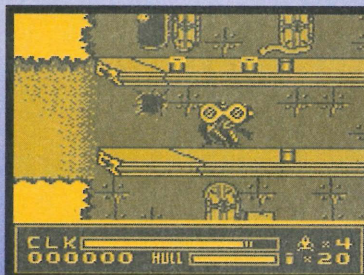
With over nine million viewers, the TV programme has already proved itself to be hugely popular.

Soon, you too will have the chance to enter this strange new world, without having to leave the comfort of your sitting room. Or get wet! **GBA**

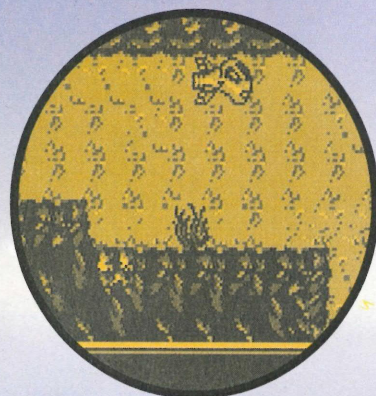
e located the sunken U.E.O. freighters. The damaged ship is unstable, so you'll have to send the HR probe in after the caniste



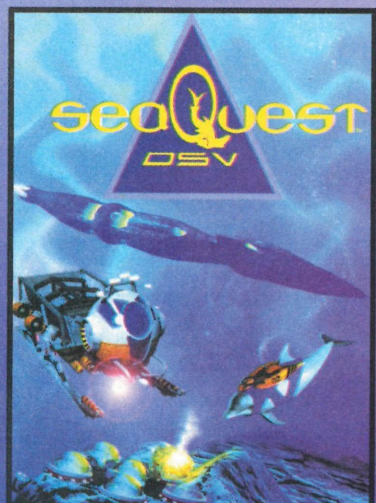
Above: Get ready to receive your mission briefing. Some villains need stopping



Above: The H2, just one of the different types of craft available



Above: Control a single diver on a job to collect a load of radioactive canisters



MICKEY'S



ULTIMATE CHALLENGE

Edutainment – a mixture of education and entertainment software – has finally reached the Game Boy. Mickey's Ultimate Challenge allows you to learn and have fun at the same time

Edutainment is an emerging concept in the world of home entertainment. Basically, kids are spending an inordinate amount of time sat at their computers or consoles, blowing alien nations to pieces or rescuing princesses and saving worlds. Why?

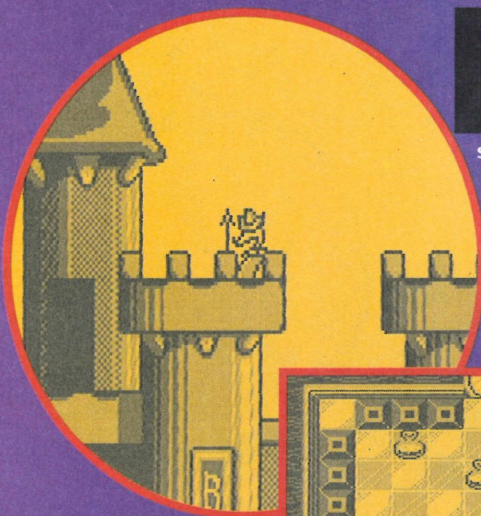
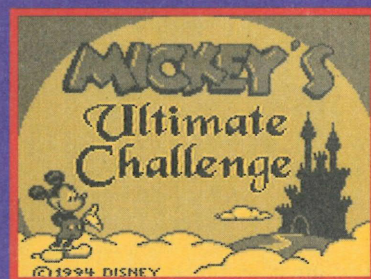
Because they enjoy it. Let's face it, battling through to the end of a game such as *Zelda* is far more entertaining than maths homework. So, in a bid to make learning fun, edutainment was developed to allow people to enjoy themselves while learning.

In Mickey's Ultimate Challenge, you guide Mickey or Minnie through the Kingdom of Beanwick, helping out various other familiar Disney characters such as Goofy and Donald Duck.

The overall aim of the game is to find out what's causing the great rumbling and earthquakes which are frightening the residents of the kingdom. In order to discover the origin of these disastrous natural phenomena, Mickey (or Minnie) has to complete five different tasks.

What separates this from the usual adventure fare is that the tasks require you to use your spelling, memory, coordination and recognition skills.

But, despite appearances, none of the GB crew fit the three to 12 years age range, so we decided to enlist the help of pupils from Marsh Lane County Primary School, Sheffield to tell us what they think **GBA**



Above: The recognition puzzle helps to save the Kingdom

WE DON'T NEED NO EDUCATION?

"You will love the game Mickey's Ultimate Challenge. Great graphics, great music, great levels and great ideas to choose from. If this came out in the shops I would definitely buy it, how about you? Ten out of ten."

Rachel Rodgers (7)

"I think Mickey's Ultimate Challenge is good, but I don't like level five because it is too hard. The graphics are good as well, but if you are going to buy this game you have to be good on computers."

Alex Jenkinson (7)

"I enjoyed playing Mickey Mouse on the Game Boy. The graphics are good and clear. You can choose two players, Mickey or Minnie, the levels are good and take a long time to complete. There are no lives. One of the things I would like to see in this game is more colours."

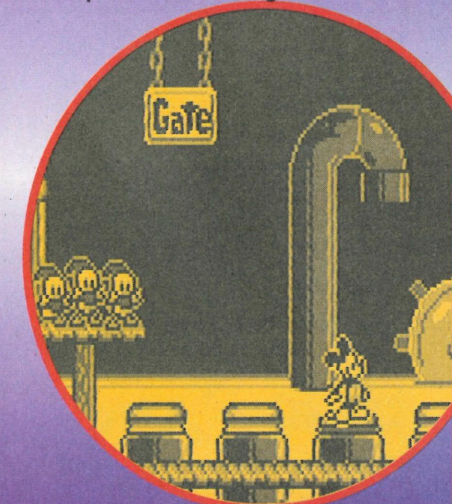
William Siddall (8)

"I like Mickey's Ultimate Challenge because I like the characters Mickey and Minnie. It also has Donald Duck and Daisy Duck. There are five stages on Mickey's Ultimate Challenge. It is quite hard but I like it. The graphics and sound are interesting."

Ashley (8)

"Mickey's Ultimate Challenge is a great game. There are quite a lot of characters in it, without making the game too complicated. There are three difficulty levels to choose from: cake, medium and challenging. There are lots of zones like Goofy's, which is one of the hardest, and easier ones like Donald's. Most of the others are average. This makes the game suitable for six years upwards. I would give this game nine out of ten and I completed it."

Andy Rodgers (10)



REVIEWS PREVIEW

Game Boy near you • Coming soon to a Game Boy near you

SONY'S CHRISTMAS C R A C K E R

Sony add their contribution to the yuletide Game Boy festivities by releasing two potential chart toppers in December. Here's a peek at the games you might just see in your stocking come Christmas morn

JURASSIC PARK II



Welcome back to the most famous park in the world. It's time to take another walk with a whole new range of dinosaurs on the loose.

The original Jurassic Park film licence was hugely popular, and quite rightly topped the charts for quite a considerable length of time. To further push the continuing popularity of all things involving dinosaurs, Jurassic Park 2 sets another adventure in motion.

The format has been changed a little from the first game. This time it's a sideways scrolling platformer with an array of bits



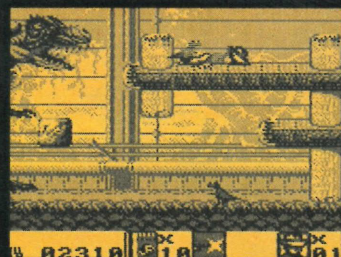
'n' bobs to be collected to get the park back on-line. Y'see you don't actually start in the park, but outside on the island of Isla Nublar. Dinosaurs of all shapes, sizes and temperaments are roaming loose, and unfortunately have to be shot to keep the mission on course.

There are around 14 zones to be cleared, requiring quick reflexes and the usual nimble fingers needed to leap from platform to platform.

Initial impressions of JP2 centre on the graphics. They're big and bold, detailed and incredibly smooth. Animation also appears to be of top quality, and the detail on some of the dinosaurs is outstanding.

There are also some impressive tunes to accompany the action.

JP2 is shaping up to be another hugely popular dino-smash. To see how it fares, check out the review coming your way very soon indeed.



Above: No egg collecting this time around boys and girls!



Above: Shoot everything in sight in this platform, er, game

MICRO MACHINES

The tiny toy vehicle Mega Drive smash has been shrunk still further to Game Boy size. Micro Machines is a driving game with a difference. You take control of a car, buggy, speed boat, helicopter and others in a simple race over more original terrain than found in most driving sims.

The Micro Machines race on table tops, in the bath, in the garden, in fact anywhere that's small enough to accommodate the toy cars. Zoom past rubbers and pencils on the table, dodge around the bubbles in the bath and avoid the hedgerows in the garden to outwit your opponent and win.

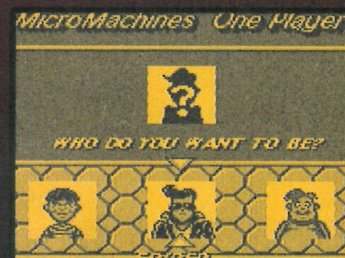
The concept is unique, and it proved to be hugely successful on the Mega Drive. It seems that the Game Boy version has managed to stay relatively faithful to the original, which is good news for a start.

Whether the interest in the game remains as strong as it did in the heyday of excitement generated by the MD version remains to be seen, but it will

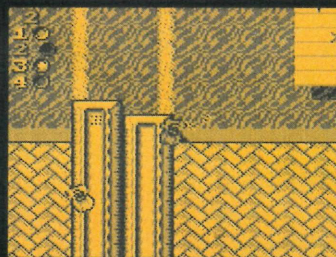
certainly be eagerly anticipated by hordes of Game Boy owners who've been crying out for literally ages for games such as this to be converted.



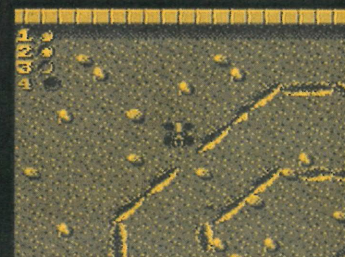
Above: Hmm. Interesting shot methinks. Not!



Above: Take your pick from any of the racers on display



Above: The classic Micro Machines converts pretty well



Above: All your favourite racing vehicles are included

COMPETITION

MONSTER MAX

MAX'S BLIND DATE

Attention all artists, scribblers, scrawlers, budding Picassos and anyone else with the ability to pick up a pen and make marks on a piece of paper. Have we got a fine compo for you or what?

We've had numerous requests for us to set aside space for your artwork. So, now's the chance to see your work in print and win a SNES, Super Game Boy and a copy of smash game Monster Max into the bargain.

All you have to do to stand a chance of winning this stunningly generous prize is draw a picture of Monster Max's girlfriend. You can give her a name too, just let those creative juices flow. But don't fear if art isn't your subject, credit will be given for concept and impression as well as pure artistic ability.

So, the challenge is laid. And to top it all there are four more copies of Titus' landmark game ready and waiting for the runners up.

Sharpen those pencils, rediscover those crayons, dig up some charcoal if you so wish and set your imagination firmly on the kind of young monster likely to set the heart of Monster Max racing.

Entries to the address on the form below (photocopies are fine, but make sure you fill it all in) GBA



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REVIEWS PREVIEW

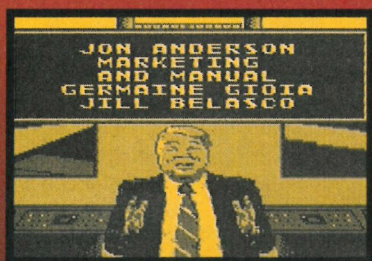
Game Boy near you • Coming soon to a Game Boy near



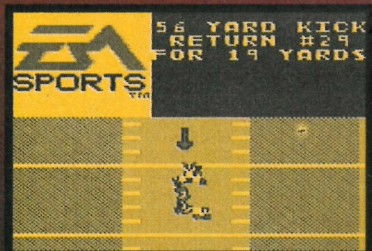
Just in time for the beginning of the new season, John Madden takes the microphone to commentate on America's number one crowd puller. The NFL has never looked better!

MADDEN 95

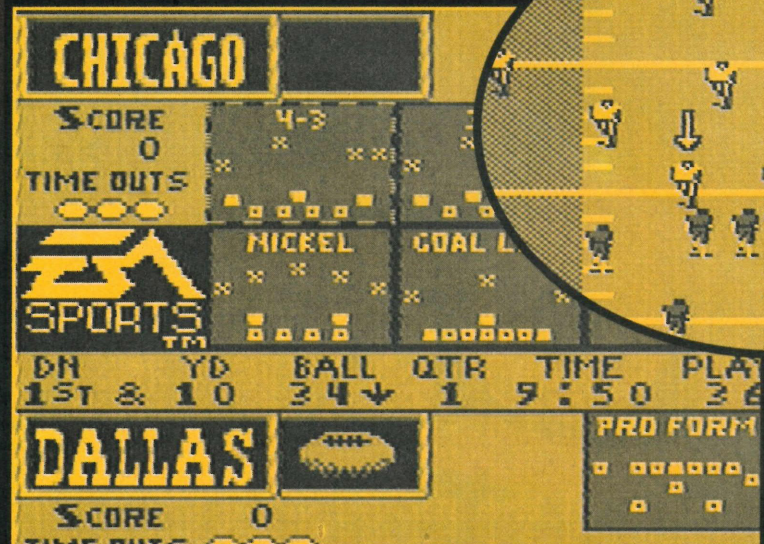
FROM: Malibu Games OUT: November



Above: Mr. Madden himself explains all you could possibly need to know about this game. He's looking rather well don't you think?



Above: Don't let miniature sprites spoil your fun!



Above: Decisions, decisions! Just a few of the zillions of plays you can make. Here you are defending some attacking from Dallas. Only the most shrewd of selections can save you from defeat...

As each year passes, American Football becomes more and more popular over here. Is it popular enough to withstand its transformation on to the small screen and become as big a hit as it is on Channel 4? I for one think so.

American Football is a sport you either love or hate. But, whatever you think, it's hard to ignore, and it's here to stay.

Based on EA SPORTS' best selling Madden '94, the '95 model could easily be as big a hit. Madden is without doubt one of the best carts on the Mega

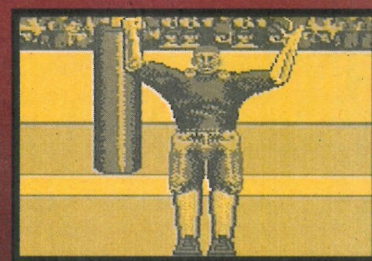
Drive, being as bold graphically as it is playable.

Well, how does Madden '95 compare? Very well indeed thank you. Obviously things have become tiny and extremely finely honed, but then they have to be, as there are more sprites than usual to squeeze into such a tiny space!

With over 200 different plays and 80 teams to choose from, it's no surprise to discover that this is a 4 meg cart, crammed to the max. Certain plays will result in animated action if the play is successful.

Madden looks at this stage to be so vast an improvement on UBI Soft's earlier attempt at Madden '94, that it's hard to believe they're the same sport! Madden '95 kicks a field goal every time.

If you're wondering how you can see exactly what's going on on the small screen, the answer is simple,



somehow you can. I don't know how, but you can. Super Game Boy owners will have the added bonus of being able to see the entire screen on their TVs. It's a far better game on a TV screen to be fair, plus there's some colour.

Whether your team is the Dallas Cowboys or the New York Giants, they're all here. Everything you would want from an American Football game is included, along with the most important factor, gameplay.

If you're prepared for options, then this will take some beating. You can alter the length of the game along with everything else. You're basically the coach and every player on the team rolled into one. That's a lot of pressure on your shoulders. Can you take the strain and lead your team to victory?

Next month sees Madden in a full review in the one and only GB Action. GBA

NEWS PREVIEWWS PR

Coming soon to a Game Boy near you ● Coming soon to a

Astounding! The only word to accurately describe the hype and record breaking returns surrounding Disney's latest offering. The 32nd Disney movie to bolt from the stables has already out-performed Aladdin by a staggering \$41 million in US cinemas.

With the movie having only just been released over here, it does look like making quite an impact on these shores too.

Disney movies eh? Aren't they just the absolute business? For this reason alone, the game tie-ins are definitely worth a look.

Well, to get the story out of the way, The Lion King follows a lion cub named Simba through his journey to become king of the jungle. Initially spending every waking hour with his buddy Nala, he can't wait to be crowned.

His father, King Mufasa (whose voice is performed by non other than James Earl Jones – ex Darth Vader), teaches him about the 'circle of life' which involves the balance of nature and prepares him for the day the sun rises on his leadership.

Everything may seem hunky dory initially, but Mufasa's brother, Scar, has other plans. He plans to do away with both Mufasa and Simba, so he can claim the throne for his own evil purposes.

After Mufasa has been successfully destroyed by stampeding wildebeest, Scar convinces Simba that it was all his fault and advises him to get as far away as possible from the Pride lands.

Right, I think I'll stop giving the story away now and get down to business. What about the game then eh?

Like its SNES counterpart, the animation looks like it's at the peak of the craft. Loads of different movements and fluid scrolling make The Lion King look pretty much state of the art – and it's all squeezed together on an impressive 4 Meg cart.

Whether you're clawing your way onto higher platforms or running along the ground with feline grace, it all looks rather impressive to be frank, and will no doubt turn out to

be nothing less than an absolute corker of a game.

As with Aladdin, it's not your everyday, bland, run, jump and collect stuff platformer. It looks to have more depth and variety than say your average cute and cuddly toon tie-in.

Sure you collect bonuses to gain extra points and the like, but it's the style in which it's executed. There are nasties to defeat, and along with your own strength and speed you'll need plenty of skill. Your best help comes from your roar which

can stun enemies with its ferocity.

Quality really does seem to prevail as far as Disney



are concerned, and The Lion King is the latest in a long line of superb licences.

The backgrounds are as elaborate as the movie itself, albeit without the stunning colours, and by all accounts, plenty of time and effort has gone into each and every aspect of this cart. No stone has been left unturned by the programmers.

After all the hype, it looks as if The Lion King may well take the game charts, as well as the box offices, by storm.

Life looks to be pretty rosy for all concerned, and for a full review of the game you would be well advised to take a look at our next issue GBA



THE LION K

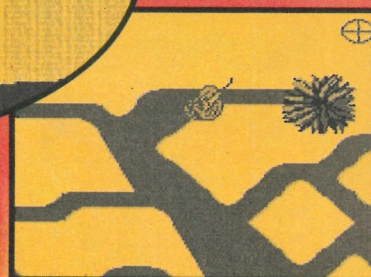
After the success of Aladdin, both in terms of the movie and the resulting game carts, The Lion King roars its way into stores in the near future

REVIEWS PREVIEW

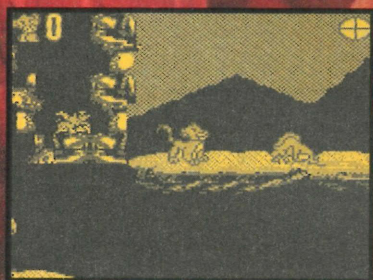
Game Boy near you • Coming soon to a Game Boy near you



Check out the pun here! Paws. Geddit eh?



Above: The monkeys lend Simba a helping hand!



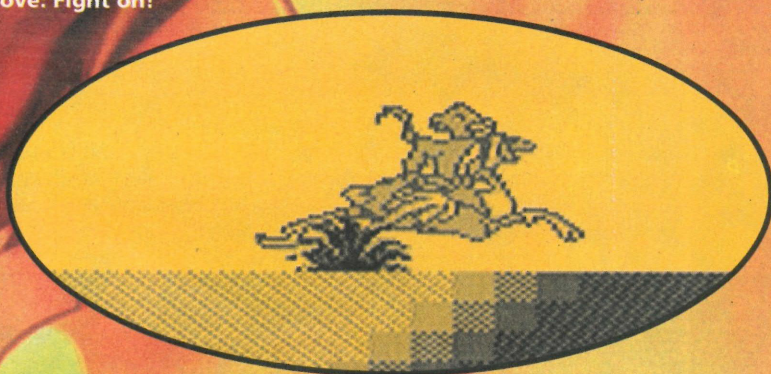
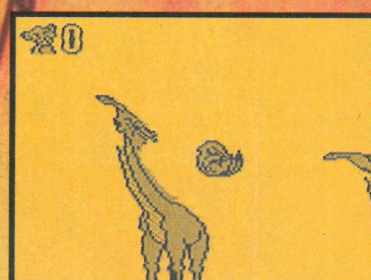
Above: Top quality graphics all round. Can you knock these?



Above: Level one poses a fair few problems to young Simba



Above: Fight on!



Simba hitches a handy ride from one of his many jungle pals

ING

TIPS &

Loads of codes for the Game Genie and Action Replay, and part six of our ultra-handly Wario guide

GUIDES

Fed up of going round and round in circles, or playing the same level of your favourite game time and time again? Yes? Well why not take a look at the following tips and guides. What could be easier?

MARIO GOLF

Reset the game as the ball is about to land (assuming you have just executed the worst shot ever that is). This will start you at the beginning of the hole again.

SPEEDY GONZALES

A few level codes:

Level 2: KFLB
Level 3: DDRX
Level 4: HRTB
Level 5: BRTD
Level 6: TFBB
Level 7: TXHF
Level 8: CKJL

FACEBALL 2000

A top tip for level five. Return the Face-Ball to the beginning of the level and bump into the left hand wall five times. Next, turn to face the right hand wall and shoot it five times. The wall disappears and a key is revealed. This in turn will make the left hand wall disappear and level 71 can be accessed.

DICK TRACEY

A few codes for this oldie:

Level 2: 49730
Level 3: 64608
Level 4: 59715
Level 5: 56115

BART vs THE JUGGERNAUTS

This tip will get you wads of cash when you play 'Captain Lance Murdock's skateboard crash and bash'. Jump two times higher than the Juggernaut's head and get your skateboard. Next you will have to lose twice before knocking the Juggernaut off his perch on the third attempt.

MORTAL KOMBAT II

Fatality moves:

Liu Kang: Down, forward, back, back, kick.

Reptile: Back, back, down, kick.

Sub Zero: Forward, forward, down, kick (freeze). Forward, down, forward, forward, punch (shatter).

Shang Tsung: Hold block, up, down, up, kick.

Kitana: Block, block, block, kick.

Jax: Hold punch, forward, forward, forward, forward.

Mileena: Hold kick for three seconds + release.

Scorpion: Hold block, down, down, up, up, punch.

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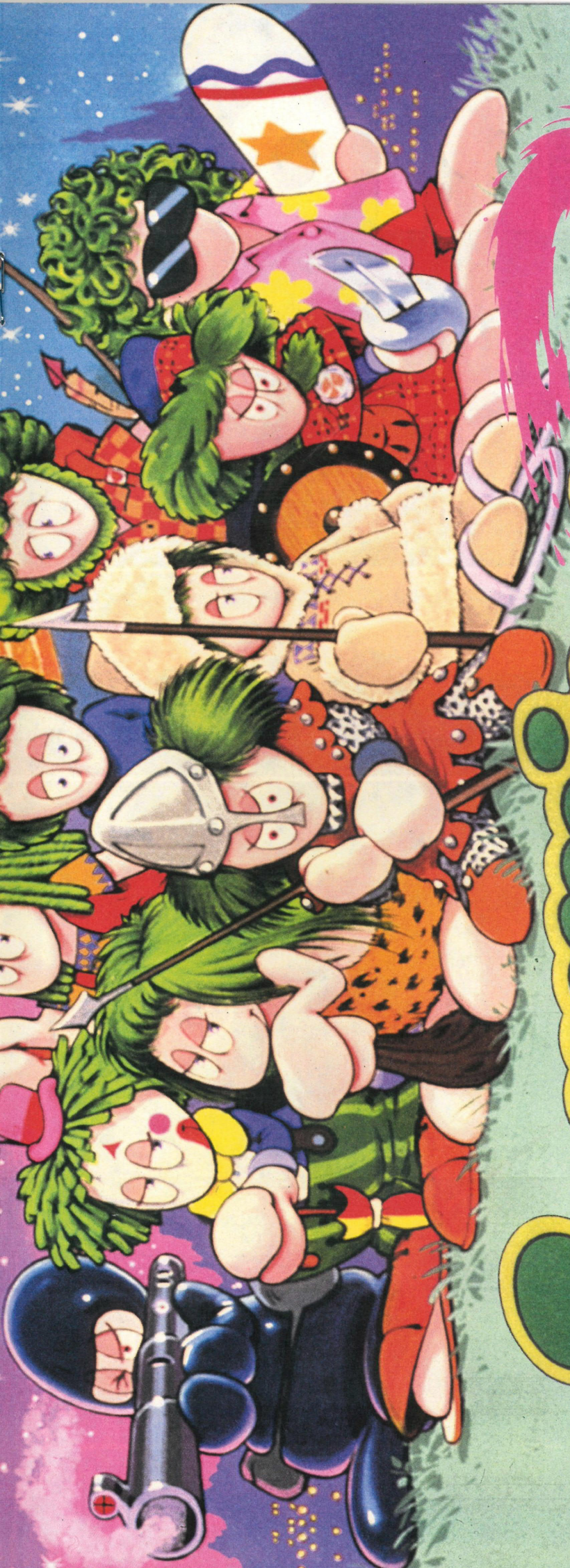
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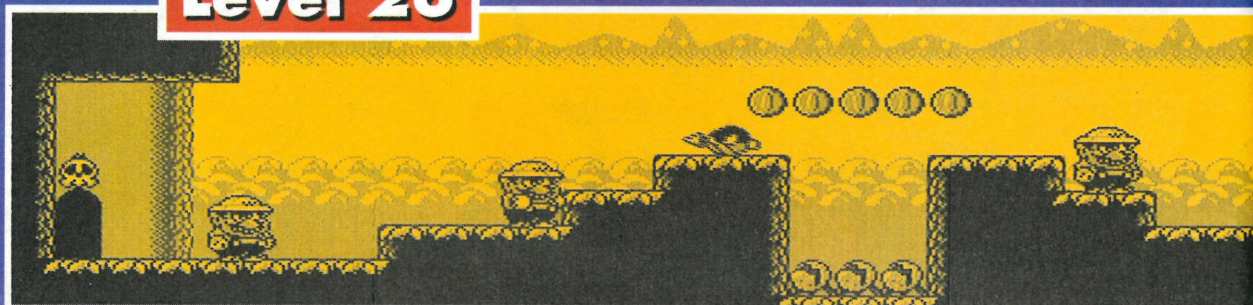
THE WALKERS

WARIO G

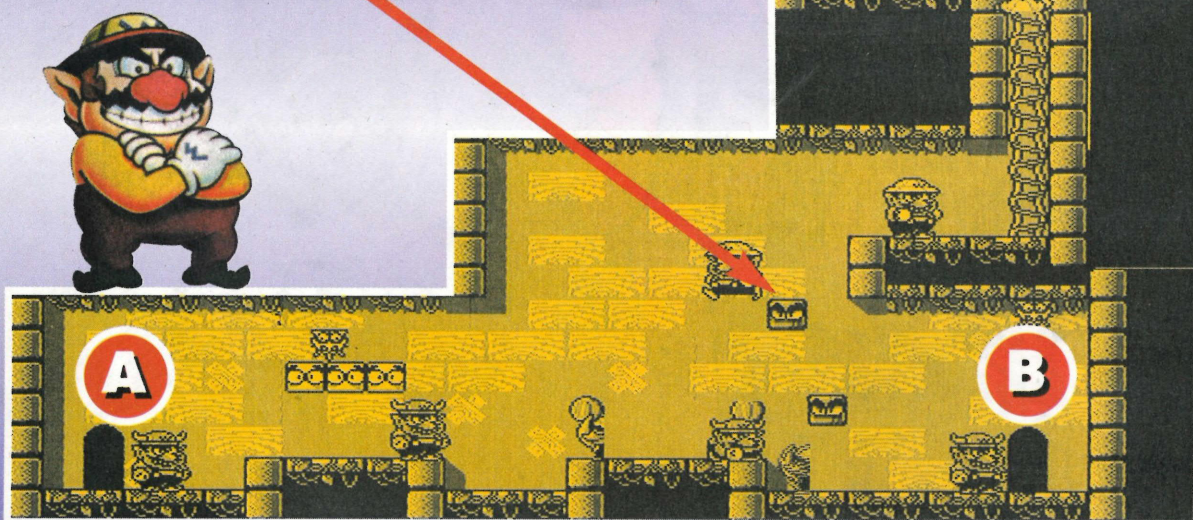


SS Tea Cup is the next instalment in this seemingly never-ending guide. Take it easy and you shouldn't have too many problems

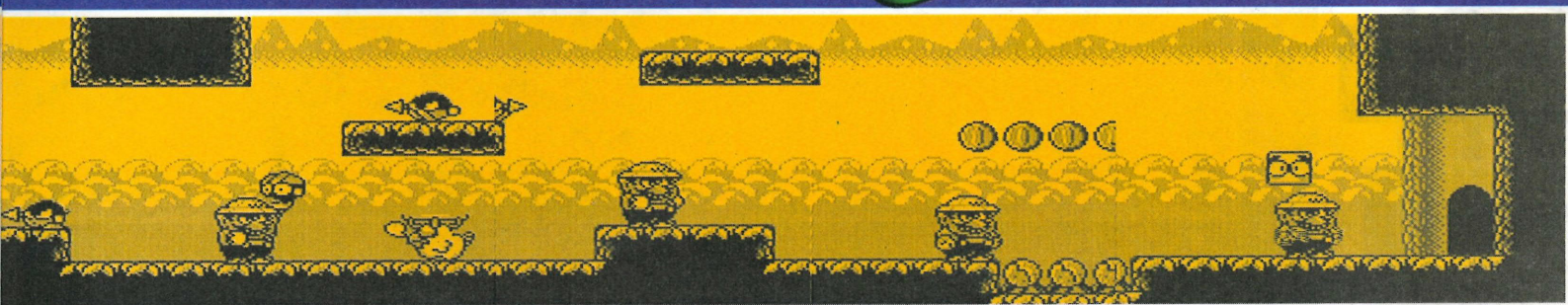
Level 26



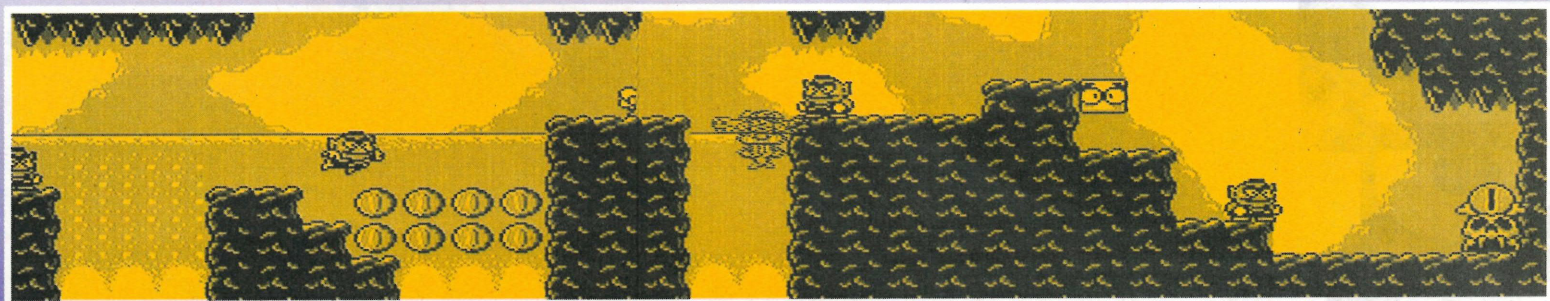
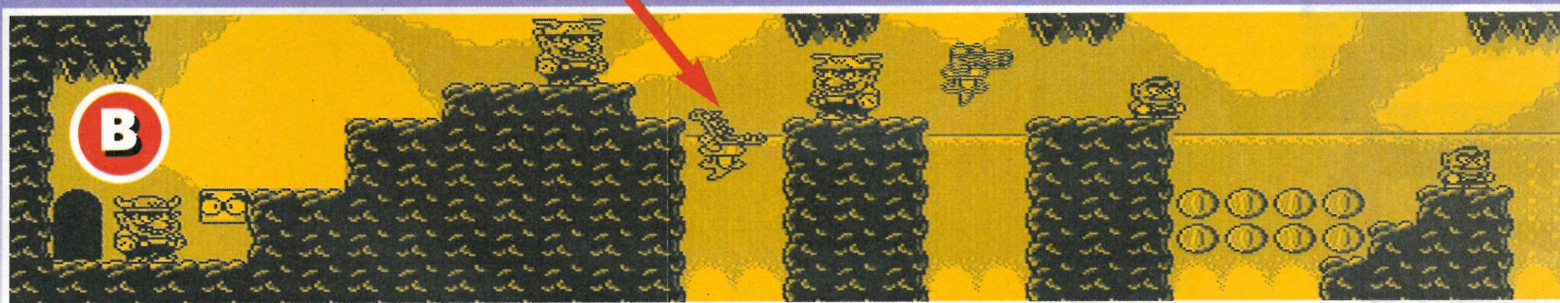
This block will only appear after you've jumped underneath it. You should then have access to the highest part of the level and the treasure room



GUIDE PART 6



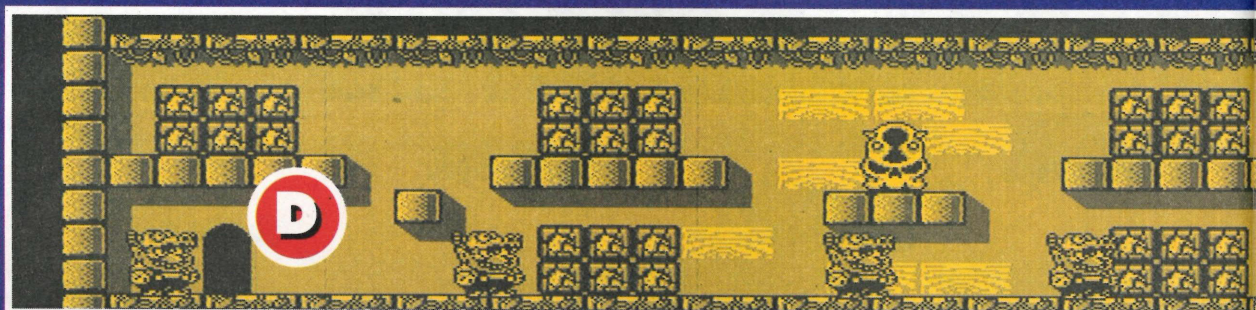
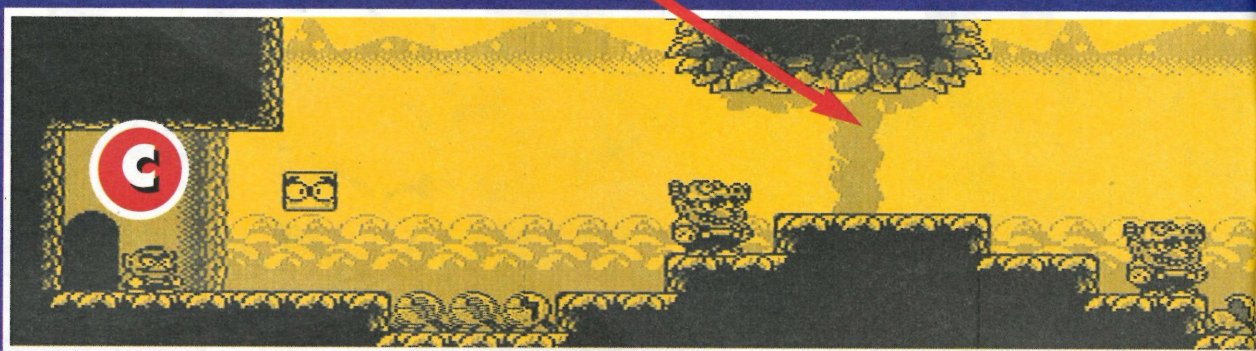
To get past these crocs you have to wait out of harms way until they leap from the water. Then run quickly past



Continued...

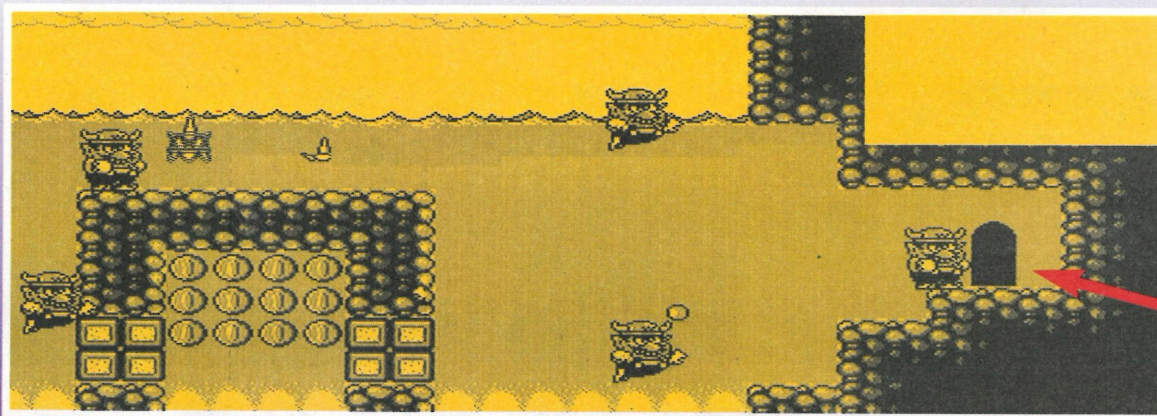
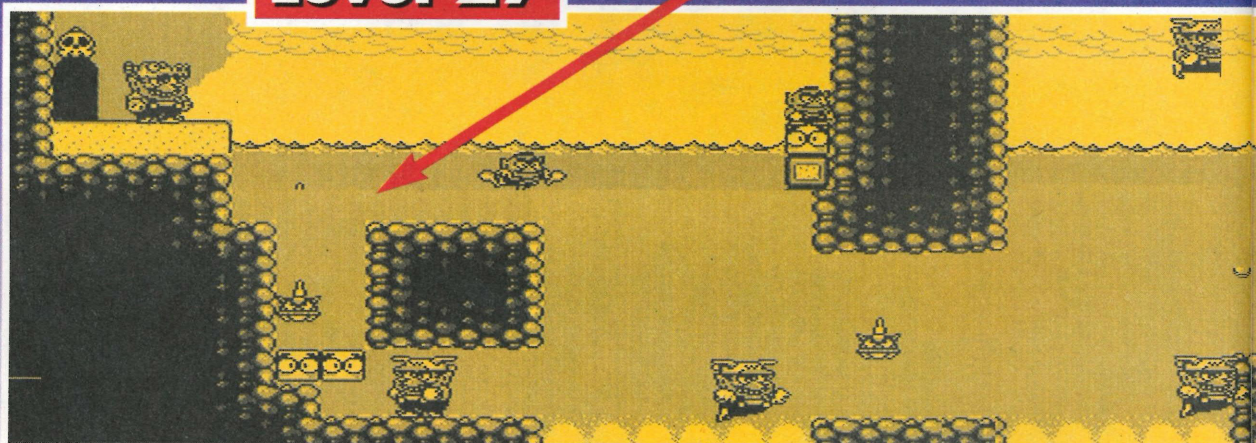
ACTION PLAYER'S GUIDE

Watch for the huge boulder
which will fall from here

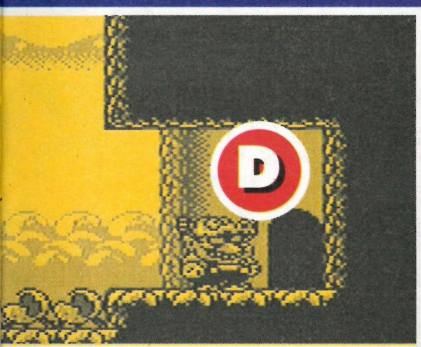


Swim for your life! Dead straightforward. Avoid
the obstacles and this first section is a doddle

Level 27



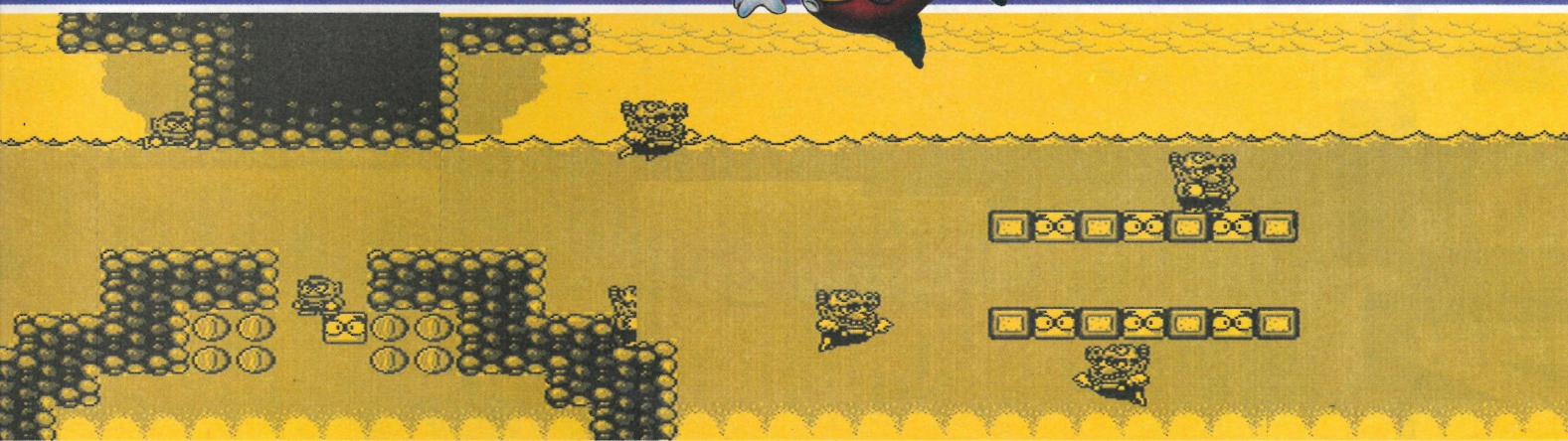
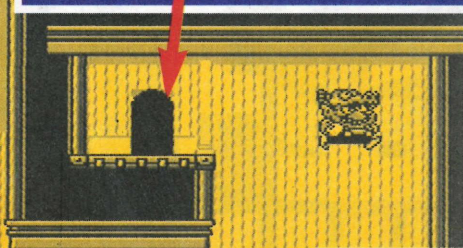
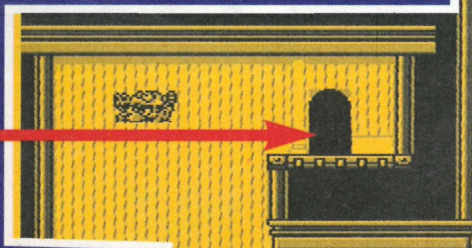
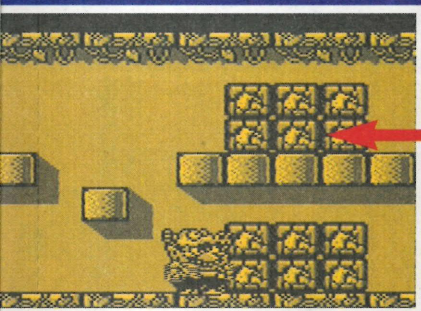
Wario Guide Part 6



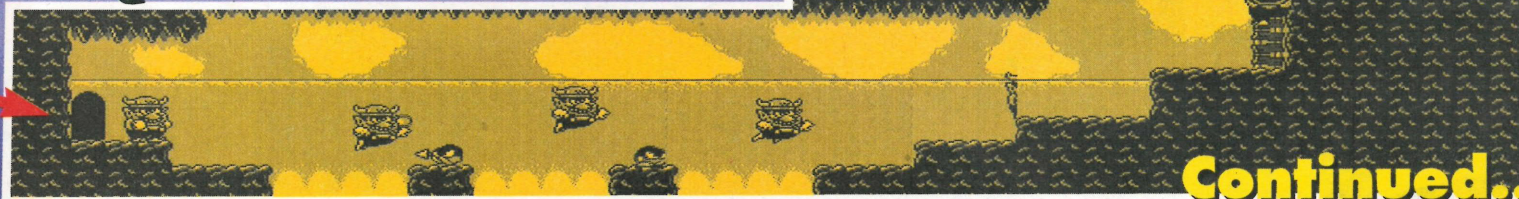
These blocks will reveal a door which in turn leads to another area where the key is stored



To reach the room with the key inside, you'll have to flood this area using the switch inside the room



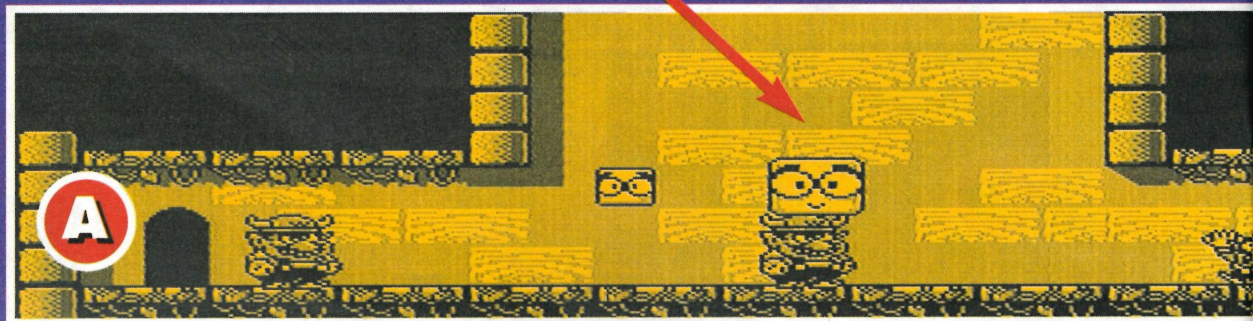
You will have to be wearing a bull cap to reach this section by sticking to the conveyor belt



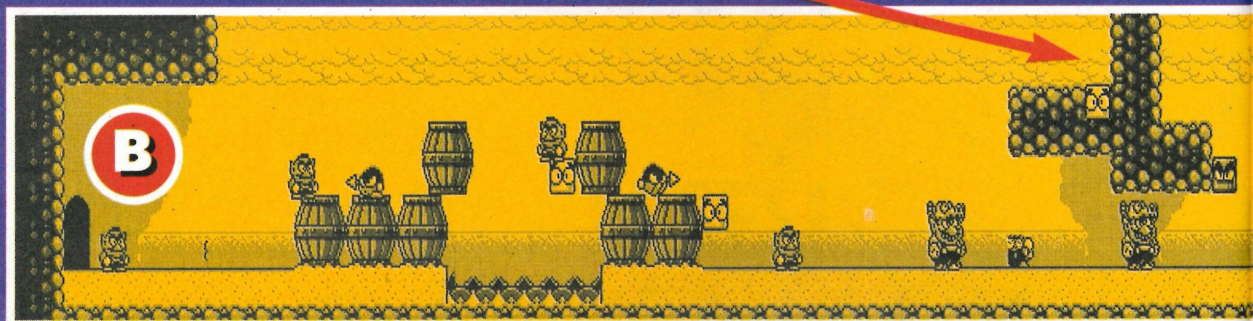
Continued...

ACTION PLAYER'S GUIDE

It's a beauty! 100 coins are here for the taking! And what's this to the right? It's the halfway point!



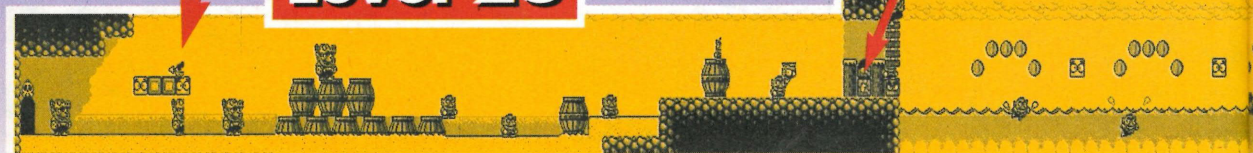
To grab the item from this block you'll have to stand on the platform to the right. Then, using your crocodile hat, blast away



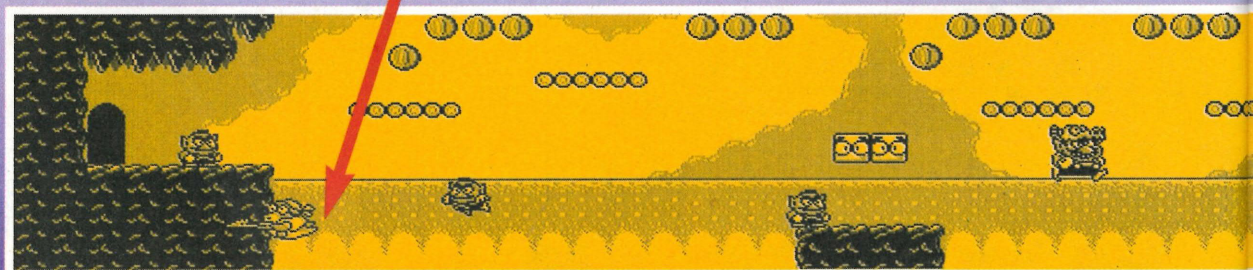
To reveal the hidden door behind use the crocodile hat once more. Inside, there will be a switch. Hit it to greatly improve your chances of

Unfeasibly large this one, but it won't pose too many problems

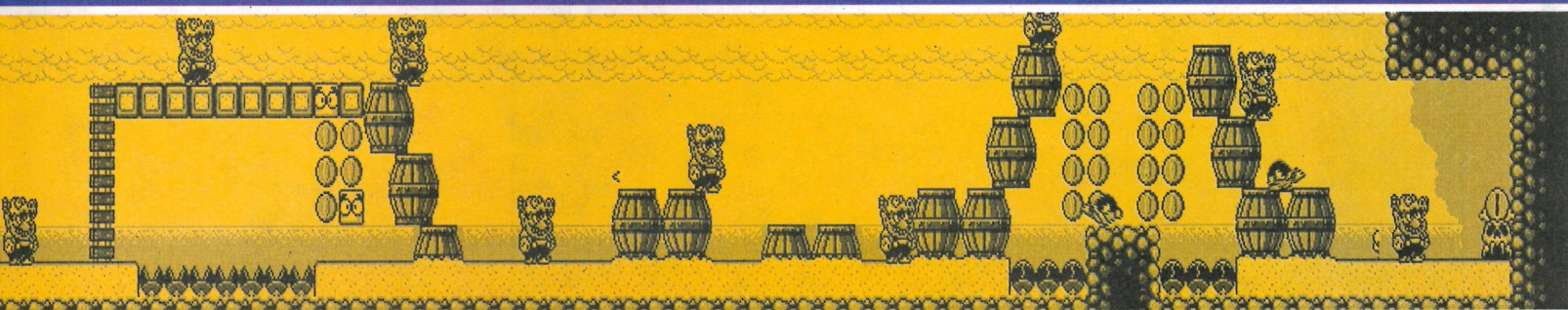
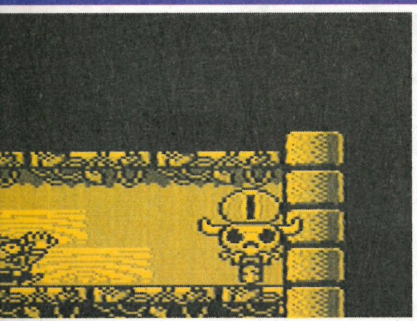
Level 28



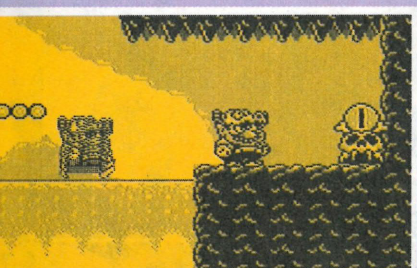
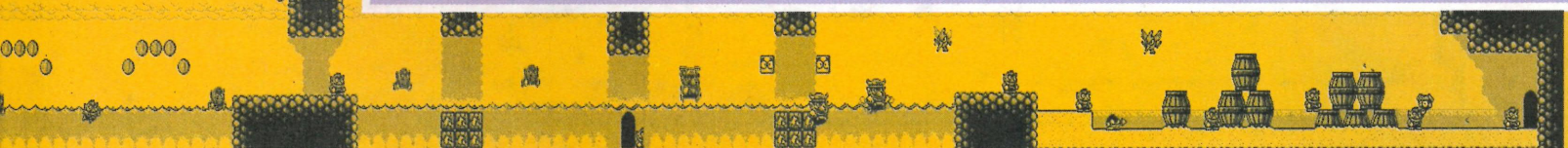
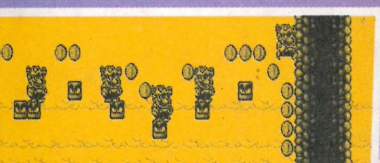
Watch for the harpoon-donning nasties and everything will be a breeze in this incredibly simple exit to level 28



Wario Guide Part 6



these blocks, you'll have to
blast the blocks away.
and the ladder will appear
collecting a fortune



Continued...

ACT REPLAY

THE FIDGETTS

After sending a few codes last month, Richard Beckett has come up with some more Fidgetts codes this month.

010318C2 – Turn the code on to fly, and off again to fall (for Frankie)

010318C3 – As above, for Freddie

MORTAL KOMBAT

19BC52FFF – Makes all fighters Sonya

19BDSDFFF – Turns you into your opponent

9EBDSDFFF – Again turns you into your opponent, but on your first fight you won't need to do anything

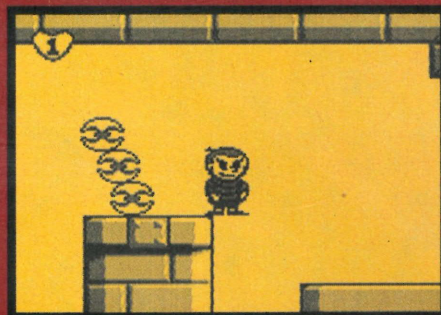
81A3CDFFF – Makes anyone on the right slow

86A3CDFFF – Anyone on the right is super fast!

000A3C – You can float

59CB0C – No hits show on meter

Cheers for these oddities, James Holyoake from Bedford!



PUGSLEY'S SCAVENGER HUNT

Ta muchly for these, Fiona Hopkins from East Lothian. Hope everybody can make good use of these beauties.

00059AC1 – Infinite lives

000496C1 – Infinite hearts

00FF6CC5 – Pugsley can always fly

0001C1C1 – All bosses only need one hit

00FF41C1 – All family members are rescued.

All you have to do is walk through the middle door to finish the game

001041C1 – Granny is rescued

000441C1 – Uncle Fester is rescued

000141C1 – Gomez is rescued

000241C1 – Morticia is rescued

000841C1 – Wednesday is rescued

ADVENTURES OF ROCKY & BULLWINKLE

010251DD – Infinite lives

010357DD – Infinite energy

BAD 'N' RAD

010323CD – Infinite lives

GAME GENIE

We would be grateful for these codes if we knew exactly what game they are for. Perhaps the kind soul who sent them in could get back in touch. Or, failing that, if they look at all familiar to any of our many thousands, nay millions of readers, perhaps somebody would consider dropping us a line to put us out of our misery.

01CFDD33B – No baddies

05CEDD33B – Baddies speed up and disappear

2088DD531 – freezes baddies

ZELDA

A rather splendid code which allows you to walk unscathed across lava, holes and water.

F88-888-888 – Let the game run and choose a saved game. Once the game has started, switch the code off and only turn it on again when you reach holes, lava or water. Make sure it's switched off again once you've crossed the area.

MORTAL KOMBAT

Mortal Kombat is back in the limelight after its sequel recently stormed the charts. So, here are a few codes for the original!

009A3CEFF – Moves have no effect

111B4DFFF – Letters and numbers in the background

222B4DFFF – Loads of points when moving

52BA2CFFF – Fireball instead of freeze

001B3EFEF – You're invisible on the left

002B3EFEF – You're in half on the right

004B3EFEF – Funny mode

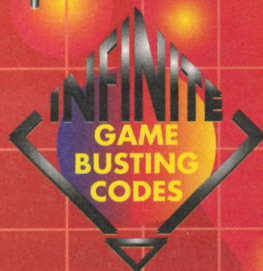
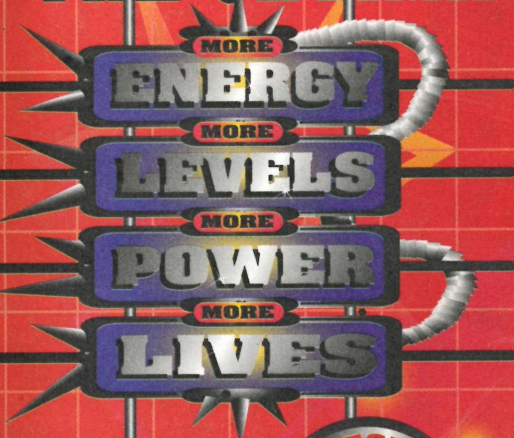
Come on, get those Action Replay and Game Genie codes sent in. If you send in a good one then we might even send you a game in return.

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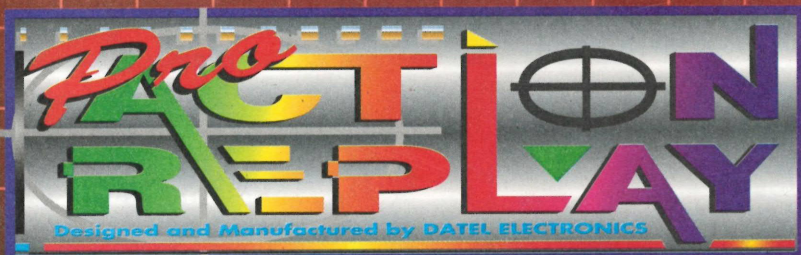
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to see.

John Pertwee and Tom Baker may have had the time of their lives flying about in the Tardis, but I bet they never used it to check out old GB games. Saving the Earth seems like such a waste of time in comparison

Andy takes time off from his editorial duties to take a look at some of the more elderly Game Boy classics. Like a good wine, these games seem to get better with age. Andy on the other hand is looking more haggard and decrepit by the day.

Maybe it's all those late nights spent drinking beer in the local hostelrys of Macclesfield, or perhaps the constant 'devil music' which emanates from his portable CD player is beginning to take its inevitable toll.

Whatever is happening to the Methuselah of the magazine world, it doesn't seem to have affected his reviewing skills. He's still as bad as he ever was.

R-TYPE

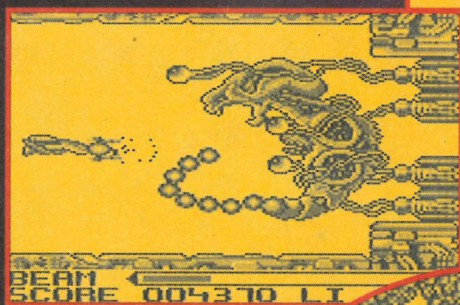
Irem 82% Issue N/A

This popular shoot'em-up converted well on to the Game Boy. Released aeons ago, it only ever appeared in the Buyer's Guide in the very early days of GB Action.

R-Type is sent out to destroy BYDO and his bunch of menacing mutants, who in turn are threatening the Earth with something worse than Rob's underpants. Only R-Type has the specifications necessary to save the entire galaxy from BYDO's threats.

So how does it stand up in comparison to today's offerings? To be frank, this is the best shoot'em-up cart I've played in ages, but that's probably because I've hardly seen a shoot'em-up released in ages.

Well worthy of its 82%, I'd forgotten how playable and enjoyable R-Type is. One of the greatest and most successful conversions I've ever seen. Unbeatable, even by today's standards.



This nasty takes a fair few blasts with your weapons

What else do you expect me to say other than blast away for all you're worth? These weird and wonderful alien thingummies are out to take over the world!



WARP RATING

R-Type is perhaps the greatest straightforward shoot'em-up seen on the Game Boy ever. A darn fine effort all round which easily passes the test with flying colours!

If only all new games were as excellently playable as this. What a thought eh?



FIRE FIGHTER

Mindscape 78% Issue 15

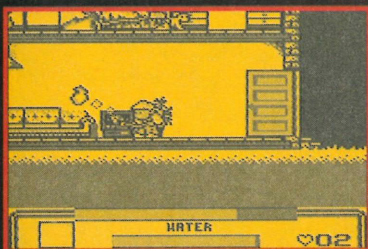
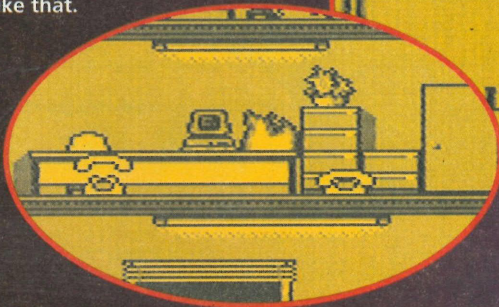
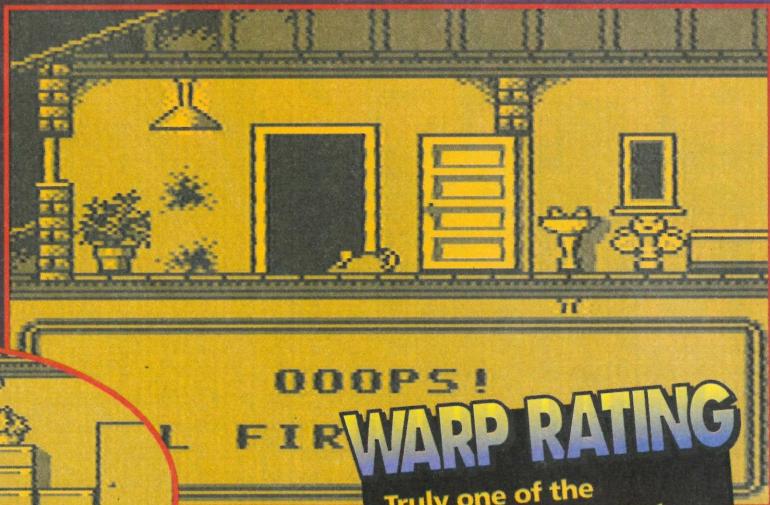
A strange concept for a game, but very effective indeed. Reviewed over a year ago, Fire Fighter is truly unique. No other cart allows you to play the part of an heroic fireman.

The idea is a simple one, save the babies and douse the flames before the fire becomes uncontrollable. How simple can that be? Well, to be honest, it's pretty difficult. The fire rages continuously, and flames which have been quelled can spark up again at any moment.

Unfortunately, as stated in the original review, it does become a little tedious very quickly, as there's a

severe lack of variation. It's just save kids and douse flames, nothing else.

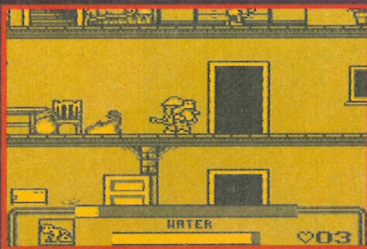
Your only assistance through these levels are the water top-ups you can collect, and the axes to destroy the mad tin men, or something like that.



Above: Douse the flames and get going. You have to save those babies



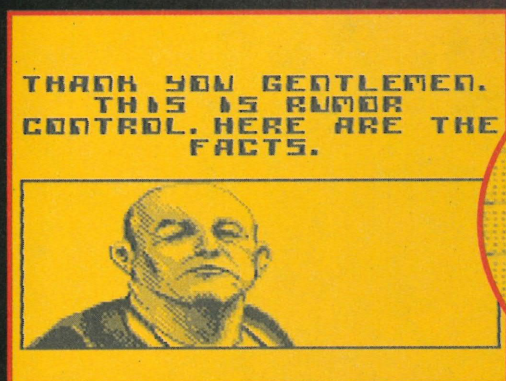
Above: Self explanatory really. This is game over methinks!



Above: You grab the child and make haste. There are more to find

WARP RATING

Truly one of the strangest carts ever to grace the 'Boy, Fire Fighter can even today boast its originality. A fast moving game which unfortunately lacks any variation in gameplay. On the plus side, the graphics are clear and concise, but it is by no means a classic.



Above: Brian Glover is shown in all his glory. Remember the Alamo?

LJN Ltd. 90% Issue 2

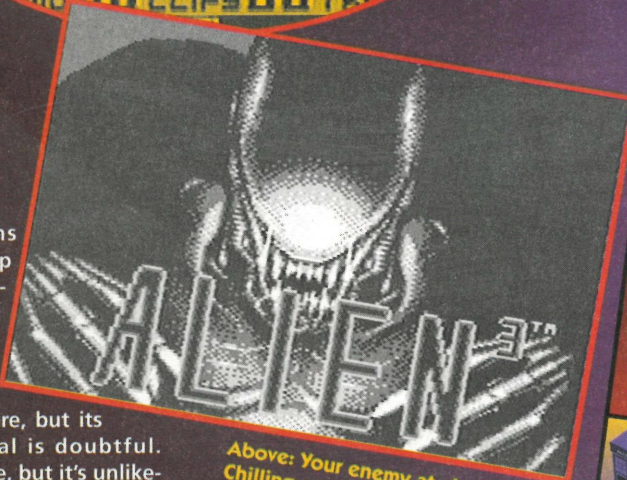
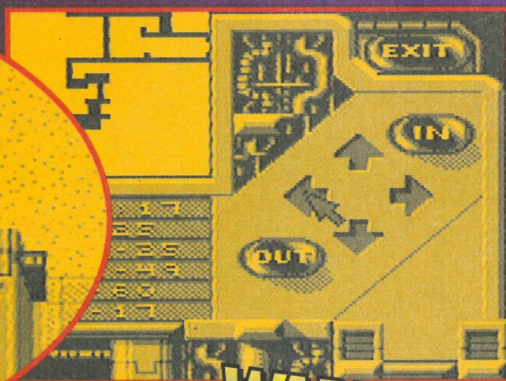
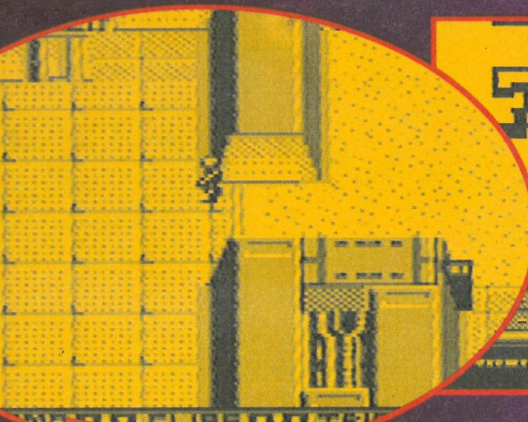
ALIEN 3

Yet another film licence converted on to the small screen. It is an ambitious attempt at an action/adventure game, and is executed with some style. Yes, the sprites are terribly small, but the gameplay and size of the cart let it get by.

Alien 3 takes a little time to get to grips with, as you search the prison

planet for weapons and keys to help Ripley save the planet from the growing number of Aliens.

Eerie music and sound effects boost the atmosphere, but its long-lasting appeal is doubtful. Enjoyable for a while, but it's unlikely that you'll return time and again for more.



Above: Your enemy at close range. Chilling and tougher than steel!

WARP RATING

Alien 3 still has a fair challenge to it, even though it's fairly old. It wouldn't rate quite as highly today, due to the present excellent standard of games being released, but it's by no means a poor cart. The feel of the game is still as spooky as the movie.



SPEEDY GONZALES

Sunsoft 90% Issue 17

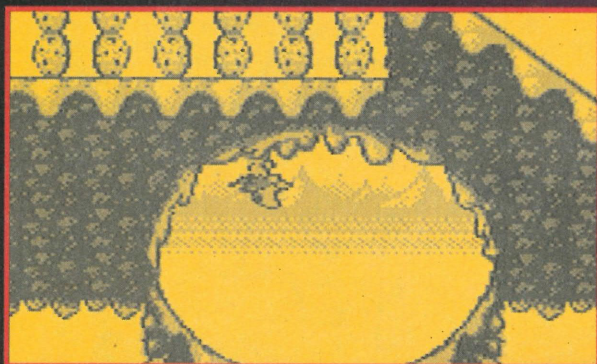
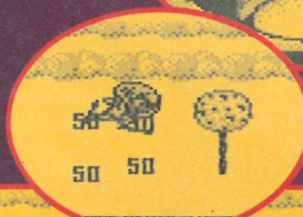
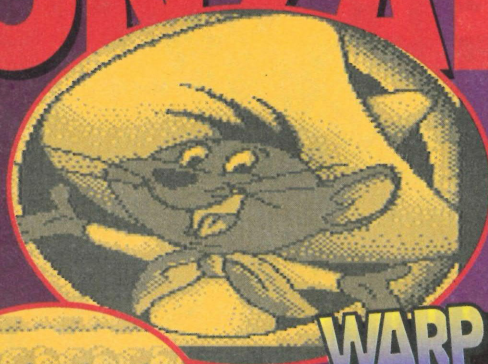
No, I won't begin with Speedy's call. That would be too obvious. So, what of this platforming meisterwerk? Well, those in the know will instantly recognise its similarity with that Sega hedgehog geezer.

If reviewed today, it would rate highly, as it still has that combination of graphics and gameplay that we all know and love.

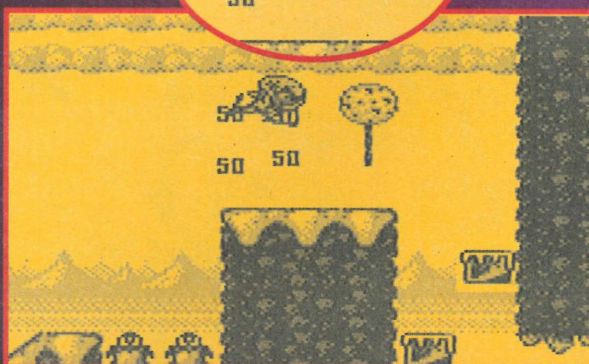
As for its lastability, that's another matter. It's just a little too easy to complete, but in short bursts it's unbeatable. Only the Mario games and the recently released Cool Spot can hold a candle to this.

Speedy easily stands the test of time, and if you can grab a copy, all platform fans would be well advised to give it a closer look.

Arriba, arriba! There, I've said it, and you almost didn't notice.



Above: Whoa! Speedy has the pace of a Polaris missile



Above: Grab that cheese and leave the level quickly my boy!

WARP RATING

Quite simply one of the finest carts ever to grace the small hand-held favourite.

Challenge, gameplay and excellent graphics along with smooth but quick scrolling, make this a winner!

Why not do yourself a favour and take a trip down Mexico way.



REN & STIMPY

THQ 47% Issue 11

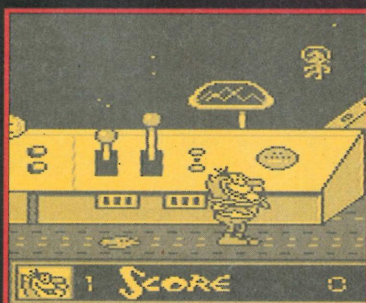
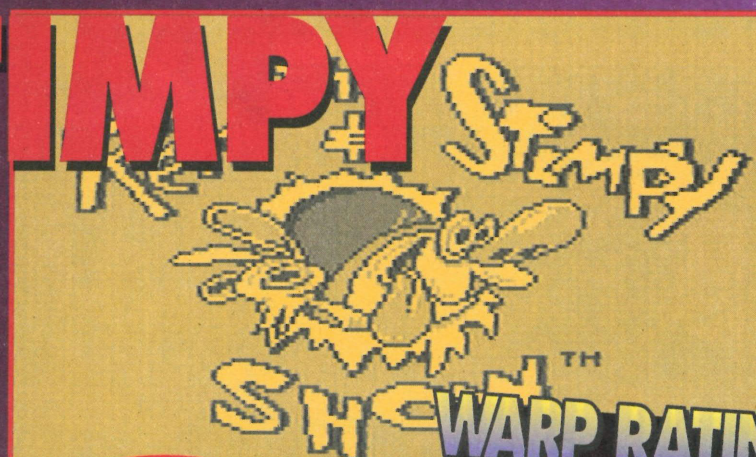
Unfortunately, this licence was wasted on every format. Both Ren & Stimpy would be disappointed with their small screen buddies if they had a brain cell between them.

Turgid gameplay and equally bad collision detection let this very poor platformer down. A couple of minutes playing it and you'll wonder exactly what all the fuss is about.

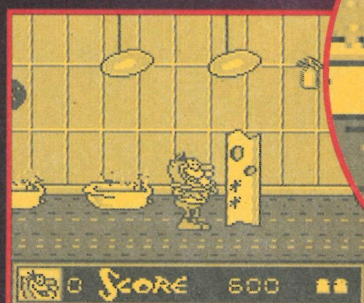
If you know what's good for you,

you should stick to the cartoons for your enjoyment of these characters. On second thoughts, if you want a really good face aching laugh, then you may find this more amusing than its cartoon counterparts.

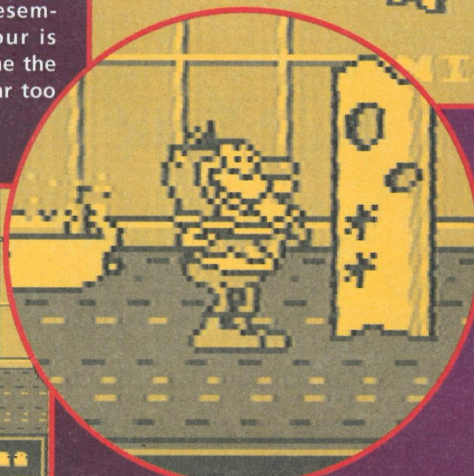
Truly dreadful in every way, the intro screen is better than the game, as is the box artwork. No resemblance of the show's humour is apparent, and it's such a shame the licence was wasted. 47% is far too generous I'm afraid.



Above: Stimpy is as gormless as ever



Above: Watch the slimy bath water

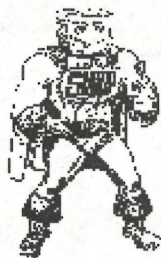


WARP RATING

I can't even bother trying to summarise how awful Ren & Stimpy: Space Cadet Adventures really is. One Tardis is perhaps too generous in a case such as this. I mean, let's face it, a Space Cadet wouldn't even enjoy this game. A sorry effort indeed.



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Yet another
busy month for
anime fans is in
store courtesy
of Manga Video

MIGHT



CYBER CITY OEDO 808 File 1: Virtual Death

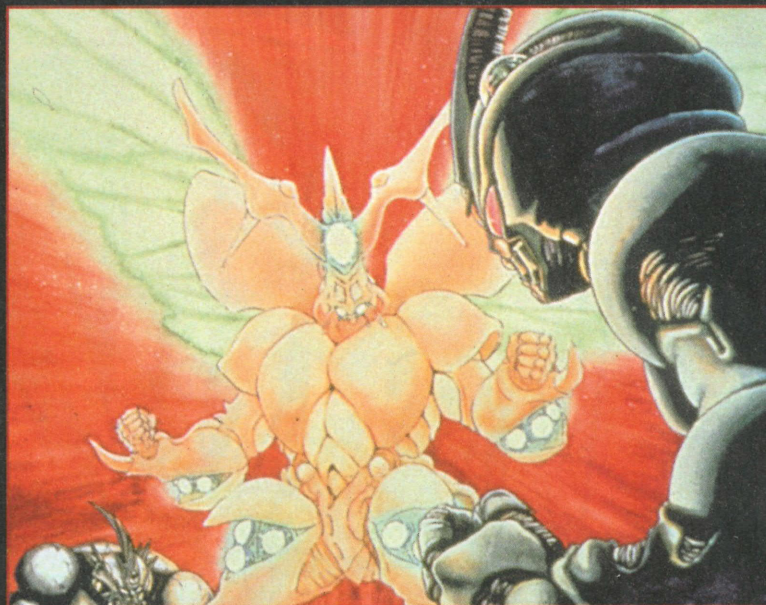
A new series of Cyberpunk releases are due to storm a store near you in the near future. The first release hits the streets on October 10 1994.

Set in the year 2808, a time where crime is rampant and spiralling out of control, drastic measures are needed to police the people. The Cyber police recruit high-tech criminals and fit them with a collar containing some rather powerful explosive. If the crim fails to complete the assignment in the given time, then he's instantly destroyed. Success will lessen their sentence considerably.

In the first part of this series, a mass murderer named Sen Goku is selected to rescue 50,000 people trapped inside a skyscraper. Due to the hackers expertise in his field, the building's securities have all been shut down. This makes it impossible to determine his identity.

As Cyberpunk becomes more and more popular, you'd be foolish to miss this worthy addition.

Cert: 15 Price: £9.99 Out: October 10



TY MANGA

DEVIL MAN - The Demon Bird

Here it is, the second part of the Devil Man series. Not for the faint hearted this one. After demons have been unleashed on to the unsuspecting world, only two men can stop them - the level-headed Kyo, and Akira, a man with the body and strength of a demon but the heart and soul of a human, if that's anything to shout about!

In the second chapter, Akira has to defeat many twisted characters, including Jumen, a nasty piece of work who carries the tortured souls of his victims in his shell.

Everything takes on a new meaning when Akira is confronted by Siren, the invincible Demon Bird - as vicious as the day is long.

Cert: 18 Price: £11.99 Out: October 10

THE GUYVER Data 7: The Battle Begins

Well stone me, the battle begins eh? I could've sworn there had been more battles in the first six episodes than in the entire Second World War!

The evil commander Gyou is no longer with his buddies from Chronos. Unfortunately, Chronos' leading scientist, Dr Balcus, steps into Gyou's shoes (so to speak) and devises a plan to destroy the Guyver once and for all. Using Sho's father and Mizuki as bait, Sho must fight with all his might to protect his friends from death. Has he got what it takes?

Cert: PG Price: £5.99 Out: October 10

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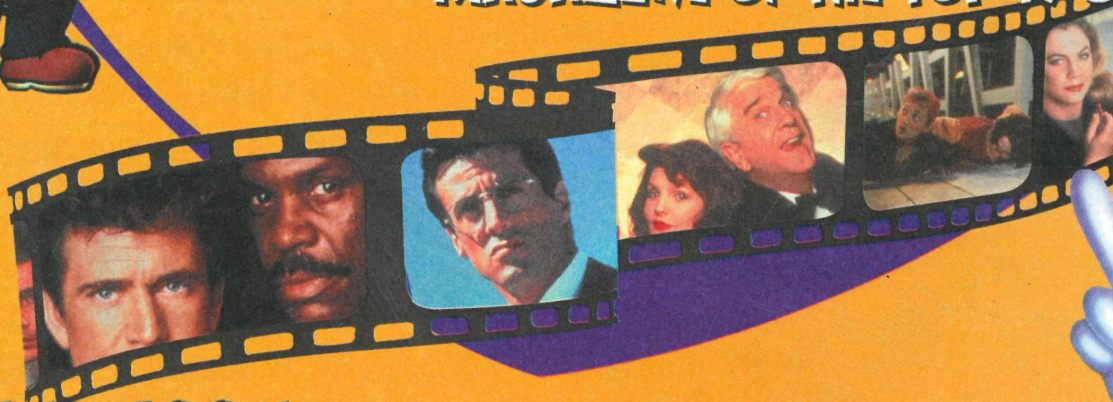
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Scrawl a design on it with a pen/pencil..

Send it to us at the address opposite.....

Name

Address

Post Code

Entries to be in by DECEMBER 20 1994.

☐ I do not wish to receive promotional material from other companies

All employees of Euopress Publications and their families are banned from entering. The Editor's decision is final and no correspondence or phone conversations will be entered into.

Taking to the slopes has never been easier, thanks to US Gold's imminent release of Winter Gold. This sporting compendium features the great excitement of the downhill, the skill of the slalom, the speed of the bobsleigh, the endurance of the biathlon, the stamina of the speed skating and the grace of the moguls.

To celebrate the release of this veritable cornucopia of alpine excitement, we've got a few fine prizes to give away. For a lucky winner there's a highly desirable designer Winter Olympics tracksuit which would retail at around £150.

There are also four pairs of very high quality skiing gloves to keep those mitts warm on those cold winter days, and a couple of handy ski/surf wallets will be handed out to the runners up.

Then there are six copies of the game as well. Generous to a tee!

And what do we request you do to be awarded with one of these prizes? Quite simple really. All you need to do is design a toboggan. Any style, shape, size or colour will do, and it's creativity which will be rewarded rather than drawing expertise.

So, send your design (with the coupon on the opposite page carefully attached to it) to the address on the coupon, and you could be getting your mitts on some top winter sports gear. **GBA**

WRITE HERE WRITE NOW

Another pot-pourri of your musings to be shared with the Game Boy owning populous. The Super Game Boy and Tetris seem to be the topics dominating our postbag at the moment. What else is on your minds? Let us know at the usual address

More Super Game Boy

Dear GB Action,
I would like to say something about the Super Game Boy. The GB started out as a handheld machine and that's the way I like it. I am a loyal Game Boy owner and I won't flog it to get money for an SGB. I have owned a Game Boy for two years, and it has given me two years of enjoyment. Now if I want to play my games in colour, I have to fork out £50 for the SGB plus £99 for a SNES (even though my bro' has a SNES). Nintendo say that a hand held colour Game Boy would drain the batteries faster, but could we not use an adaptor? Do you get my point?
Darren McRoberts, Belfast

Yep, the Game Boy is a fine bit of hardware, that's why we're all here. But, in the world of technology, there's a constant search for 'progress'. For us GB owners, that progress has manifested itself in the SGB. But, while some of your points are valid Darren, there are a few other things to consider. Firstly, the cost of the SNES has tumbled to £80 with Starwing. More important is the new bundle package which will include SNES, SGB and FIFA for £130. Now that's interesting.

Secondly, Nintendo, to my knowledge, haven't claimed that limited battery power is the reason for the lack of a colour handheld – I did. But, if you had to use an adaptor all the time to play your games, it would no longer be a portable handheld, would it?

Good point nonetheless.

... And More

Dear GB Action,
I have something to say about the SGB. The idea of a colour Game Boy is great, but having to have a SNES just to use it is pretty bad, especially for peo-

ple who aren't rolling in dosh (like me for instance). It would be great if you could just buy something that could make a normal Game Boy a colour one.

I think your mag is great. The reviews give me a lot of information and the buyer's guide helps too. Soon after I started buying your mag I bought Zelda. I think it's worth 97%. Your Zelda guide helped me a bit as well.

I agree that WWF is absolutely crap.
Joe Cooke, Crediton

The first letter showing concern about the price of the SGB we've had. Will it be the last?

RPG Import Support

Dear GB Action,
I have just read your response to the letter by Lee from Malaysia in issue 30. Personally, I think that you should have reviewed Final Fantasy I to III by now. I know that it is not your policy to review

import games, and that is fair enough. But, when I hear you complain that hardly any games are released in the summer, it makes me wonder if maybe you could review imports then, at the expense of non-essential articles like 'Test of Time'.

RPGs like Final Fantasy Legend are invariably of high quality (certainly better than games like WWF), but only the poorer series has been reviewed. It is time RPGs had a fair hearing (or at least a two page article). Sorry if I was a little harsh on you. Other than this small oversight, I thoroughly enjoy your publication.

T H, Surrey

A well argued point "T" (what's your full name, it's okay, we don't bite), and it is quite possible that we will cover import games during the leaner months. I do assure you that there isn't any bias against RPGs. I personally prefer them to many of the games which pass through our hands, but we have to consider the fact that the large majority of our readers don't buy imports. It's as simple as that.

Also, more and more people are considering 'Test of Time' to be essential reading, considering the higher number of old games appearing as budget titles. It shall continue.

Kombat Karacters

Dear GB Action,
I have thought up three new characters for Mortal Kombat. If there is a Mortal Kombat 3 and 4, you can use one of them in each of the games, and the other one in both of them.

Will there be a GB Action club, sending the mem-

More Tetris Stars

Firstly, your mag is the best thing to bless the sore eyes of the Game Boy since Mario first came up on the Atari in 1987. [What on earth are you talking about? – Ed].

I've reached 203 lines on Tetris within my first 50 goes, and of course, I can complete levels nine – five.

If this letter gets printed, bless your little pink booties for your time and sacred space in your mag.

Cheers to Andrew Chadwick for your brilliant cheat on Wario Land.

Philip Marsh, Canterbury

Yeah right. No-one round here wears little pink booties (apart from Andy on a night out in Macclesfield).

Other people to have completed the 9 – 5 challenge:

Simon Jones (11), Rochdale, with a score of 10444 using only 44 drops,

Mark Ennis (11), Coulsdon, with score of 16874,

Grant Fowler, Dundee,

Andrew Slinn, Ireland,

Hugh Dowry's mum and sister from Cobham.

bers info about the best games and the worst games?

Peter Robinson, Worcester Park

I hate to disappoint you Peter, but we don't actually make MK or any other game. We leave that to companies like Midway (the big American corporation behind the original MK arcade machines) and Acclaim, who develop the games for the different consoles. But they might be interested.

And you're already a member of a GB 'club', providing all the services you mention. Just buy GB Action every month. Membership is as simple as that.

Filthy Oik

Dear GB Action,

Well done on a truly fantastic, informative magazine. I recently played a truly excellent game by the name of 'Heated Barrels', which is set in a futuristic western. Do you know if this game is available on the Game Boy because I've looked everywhere?

Do you know of any particularly hard games since I completed most of mine within a few days of purchase?

If you print this letter I'll pull a moony on top of the EDP building.

Keep up the damn fine work.
Brendan Connal, North Walsham

It seems that nobody in our entire building has heard of 'Heated Barrels', neither do we know what format it's on. So, it's rather unlikely that there is a Game Boy version lurking somewhere.

As for hard games - try Battle of Olympus, it seems that everyone's stuck on that. Or Yogi, or the forthcoming Flintstones.

And the EDP building. We'll be there with a camera to document this event - look out for it in a future issue (of For Women!)

Ext.Connect ???

Dear GB Action,

Help! I have had my Game Boy for about three years now and I think it's brill. Recently, the tiny cover that protects the socket labelled 'Ext. Connect' has been getting loose, and, to my horror, I lost it when I took my Game Boy out with me. Not only does my Game Boy look ugly without it, but it also means that dust can get to the connections. Do you know any mail order companies which sell replacement connector covers, or have you got a spare one lying around anywhere? I hope you can help me.

John Martin, Threemilstone

Oh my god, be careful! I suggest you call the bomb squad, as a Game Boy without an 'Ext. Connect' cover could self destruct with appalling consequences.

Alternatively, try a bit of sellotape over the hole and chill out. If any of our Game Boys still have their covers, we'll send you one so that you can sleep happily.

What Game?

Dear GB Action,

Which games would you recommend for me? I would like to get a football cart, but also like the look of Monster Max, Zool, Empire Strikes Back and have also liked Blues Bros on the Atari ST and Super Bomberman on the SNES.

PS. My friend's GB screen was smashed. What should he do?

Matthew Weller, Borley Green

World Cup '94 for the footy and Monster Max otherwise, or Bomberman, or Empire Strikes Back or Zool.

PS. Buy a new one. From a games shop.

Polos!

Dear GB Action,

First, sorry, but I must write to ask if you all like: Mint Polos, Strong Polos, Spearmint Polos, Fruit Polos.

David A.S., Manchester

Andy's favourites are Spearmint and Rob prefers Fruit. I hope you are all happy with that information!

Good Ole Garfield

Dear GB Action,

I am writing about the re-review of Garfield. I don't think the game deserves 86%. It isn't Wario or Zelda standard, and you based the review on the whole idea of Garfield, which I think is unfair and very wrong.

I like him. You should put up with him because I put up with Manga. I neither love it nor loathe it, and just let it carry on with no input from me. I like Garfield personally. I can't be sad, otherwise why would I read your great mag? I was surprised at the attitude against the feline in issue 30.

Also, which game next? Wario is easy. I was thinking of either Zelda or Monster Max. Zelda 3 on the SNES had me hooked, but I was thinking maybe of Titus' offering.

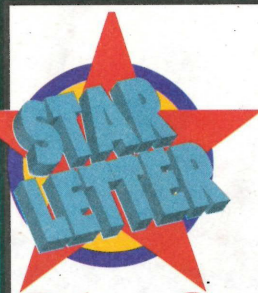
Tim De Marco, Brighton

We quite agree with your sentiments about Garfield, Tim. So much so in fact that, as punishment for writing such things about the fat cat, Young Biff, the author of said piece, was sacked. He shall say no more bad things about anything in these hallowed pages.

**WRITE HERE
WRITE NOW**

**GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

Zelda or Max, eh? You're choosing between the best two games ever to appear on the Game Boy (in my humble opinion, well, actually it's a fact, no arguing), so you'll get value for money and plenty of enjoyment from either GBA



Retro - Good Or Bad

Dear GB Action,

I am writing in response to the recent batch of 'retro revival' games that have hit the Game Boy market.

It is my concern that potential newcomers to the world of the Game Boy may be put off the idea when they see games such as Ms Pacman and Donkey Kong on the shelves.

Most of us know that these games are brilliant classics, even if they don't have the graphical appeal and sophistication of many recent releases, but those who are totally new to computer game systems may be put off by their simplicity.

The Game Boy is not renowned for its graphical capabilities or memory, and this, along with the really quite simplistic games which are available at present, might make potential purchasers think that the Game Boy is quite childish and opt for something else.

Please don't get me wrong, I think that the Game Boy is great, and releases such as Monster Max prove how good it is. I realise that only a minority would think of it as simplistic and childish, but I think I have a point. Maybe Nintendo should think carefully about their marketing campaign for these games. What do you think?

Mark Wills, Torquay

Fair points Mark, but don't you think that you're missing the whole point of the Game Boy. Firstly, it's cheap, so what realistic alternatives are there for anyone wanting a handheld?

Secondly, the limited specs of the Game Boy mean that it copes best with simple concepts like the classics you mention. That's not to say that complex games of the quality of Max and Zelda can't be produced, but, unfortunately, they're the exception rather than the rule.

I would have thought that seeing the likes of Ms Pacman, Donkey Kong and the forthcoming Space Invaders on the shelves would be more of a persuasion to buy a Game Boy than rows of endless platform licences.

Let us know your thoughts. Drop us a line at the usual address.

ASK DOCTOR ROBERT

**WRITE HERE
WRITE NOW**

**GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

More queries and concerns from the game playing public are resolved with ease by the now legendary Doc. Well, nearly all of them. He's not infallible you know. Well, here goes...

Genie codes

Do you have any Game Genie codes for Mortal Kombat and McDonaldland?
Kieron Smith, Saltfleetby

Of course, young fella. Try:

MK: 00C B5E 3BE – infinite time
005 94C B31 – invincibility
002 96D B31 – infinite continues
FF9 C7C E6F – foot sweep does more damage than usual
FF9 AFC 6EE – punches more effective than before
Mc: FA8 B7C 4C1 – infinite lives
FA8 47C 4C1 – infinite energy
094 E2D F7A – start with 10 lives
082 3DB F7E – start with energy at eight on hard level

Track Meet

I have only recently bought a Game Boy, and one of the first games I bought was Track Meet. I would like to know if there are any cheats for it, and could you tell me the codes for the levels as I have found it a tough nut to crack.

Matt Hale, Droitwich

Here's the Track Meet 'nutcracker' for you:

Swaammi Pastrami: BHCBTWUD
Kenichi Katanba Ninja: GXMBGWNC
Jack Strop: HHTBSRLR
Irwin B. Cheetin: TBRBNNQM

Super Mario Land

Could you tell me how to defeat Tatanga on Super Mario Land? I have been trying without success for a long time. I would be very grateful if you could help me.

Alex Oswell (10), New Mills

Just keep moving up and down away from his shots, and blast like mad. So long as you

avoid Tatanga's bullets, you'll end up hitting him enough to kill him.

Golden oldies

Most magazines don't have cheats for old games, and I was wondering whether you could give me some for Batman and Chessmaster.
Spencer George, Surrey

Batman: on level 1.3, lower yourself into the darkness and a brick will appear letting you get to an extra life.

Should you want to access the sound test, push up and right and then start on the title screen. What a great tip!

Chessmaster: make it impossible to lose by 'castling' and keep pressing A. Your king will then disappear, making it rather difficult for you to be defeated.

Mega Man 3

I'm stuck on Mega Man 3. Can I please have the codes for the four robots, Gemini, Spark, Shadow and Snake. I've been playing for ages but I can't defeat them.
Tom Lamont, London

Any relation to Norman? Do you have a pair of ridiculous eyebrows? Maybe you were a big-shot politician once too? Or am I just gibbering pathetically? How about the codes for all the robots? Here you go:

Shadow Man: A0, C0, C1, C3, D3
Spark Man: B1, C0, C3, D2, D3
Gemini Man: A0, A1, A3, B0, C0
Snake Man: A1, B0, B1, C1, D1
Giant Suzy: A2, B1, B2, C0, D2
Skull Man: B0, B1, C2, D0, D3
Drill Man: A1, B2, C2, D0, D3
Dust Man: A0, A3, B0, B3, D2
Dive Man: A0, B0, B2, C1, C2

Terminated

Could you try and find out a cheat for T2: Arcade Game, and also T2: Judgement Day? I need to get past the first level.
Andrew O' Leary, Tilbury

On the Arcade Game: to defeat the first end-of-level guardian, shoot his outer guns first – about three missiles each should do the trick. Then fire at the top portion. When destroyed, concentrate your fire on the central area of the bottom portion. This will destroy its missiles as well as inflicting more damage.

On level three, shoot the satellite stations to hinder their communication.

On level five, go nuts! Destroy everything in sight!

Final level: fire at the truck so that the liquid nitrogen comes out and freezes him. After a few iced baths, you'll get the message 'Hasta la vista, baby'. How quaint! To force the T-1000 into the vat of molten metal, blast him with your normal gun and then your shotgun. Grab the rocket launcher as it falls, and use this to push him to meltdown.

For Judgement Day, just press Select to slow things down a bit. Also on level one, hit the beacons in this order: fourth, first, fifth, second, third.

On level two: at the end, jump onto the middle platform. Stand in front of the door and press Up.

Level three: re-program all the readouts to zero.

Level four: drive along the top of the screen until T-1000 shows up. You should skip all the obstacles in the way.

Toon trouble

I found a cheat for a game I was going to get (Tiny Toons 2), but it was on the back of the Zelda pull-out which was lost. Could you dig it out for me?

Michael Horscroft, Nowhere City

The cheat for TT2 lets you play basketball, tug of war or footy. This can be accessed at any time by pressing Start, and A and B together on the Konami screen. Go and have some fun, my friend GBA

Zen-Intergalactic Ninja

My first thought when I commenced playing Zen was that I'd played this game before. Then it came to me, Teenage Mutant Ninja Turtles.

The graphics are almost exactly the same, the enemies act in almost the same way and worst of all, Zen acts like an out of shell turtle.

His moves are almost exactly the same, such as jump kicks, ducking punches, oh, and he has a stick - 'Ard or what?

During Zen it is your job to rid the world of four nasty characters who are trying to pollute the world's air, water and land.

On completing one of the four levels you are given a password before commencing to the next unbelievably easy level. When all four are complete you progress to a slightly harder level to combat the big boss, but he doesn't put up much resistance either and so it's hey presto! Game Over, no bonus levels, no harder levels, just Game Over.

This game can be completed in a day or even half a day by the most inexperienced player, so if you want a lasting challenge then stay away from Zen. Your hard earned pocket money can be spent on a much more worthy challenge.

Dean Young, Bury

54%

Fancy seeing your name in print? Then why not make your dreams come true by sending us a review of your favourite Game Boy game?

PUBLIC EYE

That's all for this month. If you fancy sending us reviews of games, be they good or bad, remember to keep 'em short, keep 'em sweet and try your best to keep 'em neat.

**Public Eye,
GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

Speedy Gonzales

Sunsoft

The difficulty is just right. It is faster than any game I have played and better than most of them. It is funny too with killer tomatoes, bouncing onions and walking mushrooms.

Speedy is cute and the graphics are soooo brill. The music is better than most other games and it oozes gameplay. The bosses are well animated too. Everything in it is very good. It should be in the 'must buys' in my opinion. Collecting small pieces of cheese has never been so much fun.

There are a few superb puzzles in it too. It would easily pass the test of time (check pages 44-46).

Any bad things? Well the time limit is a tad short, but that's about it.

Mark O' Callaghan, Co. Cork, Ireland



96%

Monster Max

Titus

One of the best games I have played! The gameplay is quite astounding, the graphics are superb (what with the 3D isometric view) and this game has infinite (well, not quite) lastability. Monster Max presents a very well devised mental challenge. Not quite up to maybe Warioland or Ms Pacman standard in the general public's eyes, but nevertheless in years to come this should stand the test of time very well. Bravo! Mr Anonymous, Here, There, Everywhere, Nowhereland.



95%

Alien 3

Acclaim

Unlike the movie which was a bit crappy when all's said and done, the programmers have done wonders with this film licence to make an enjoyable and challenging game.

Taking place over four levels, you play Ripley, the sole survivor from the previous film, who crash lands on a barren mining prison. You must find various keys to advance to further levels, also various tools (blowtorch, tool kit) to open welded doors and fix your wrecked shuttle craft.

The game is nicely paced so you can't find the bigger weapons straight away, but must find the weapons in order, pistol-rifle, smart gun. Along the way you get to splatter firstly face huggers and later fully grown aliens.

The aim of the game is to kill the queen alien who needs to be pushed into a vat on level four, using a trolley (nothing like giving the game away is there? - Andy).

For players who enjoy shoot'em-ups, this is excellent as the aliens really do explode when shot (mind that acid blood) and a lot of searching corridors is needed to locate later levels which are connected by fan filled pathways. On the downside some of the items needed are invisible and are only discovered by accident. Strange but true. Why make an important piece of equipment invisible?

Still, once located, this game plays very well and you keep playing till that old queen is history.

Dean Young (again), Bury

87%

BUYERS GUIDE

If you're searching for a Game Boy game then there's only one place to look. Right here in the GB Action Buyers Guide. It's the best

PLATFORMS

Addams Family

Ocean
Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie. 80%

Adventure Island I & II

Hudson Soft
Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

Alien 3

Acclaim
The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration and maze-like complexities that make for a teasing and very enduring challenge against the Aliens. 90%

Aladdin

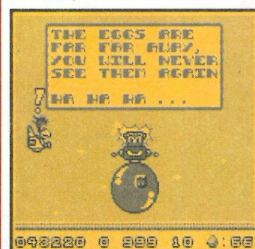
Virgin
Tales from the Arabian Nights come to the small screen with Virgin's tie-in of the Disney classic. And what a fin job they did of it too. Okay so it's a basic platformer but the presentation is superb and there's enough gameplay to keep the interest going for a while. 87%

Alien vs. Predator

Activision
Two of the meanest big screen monsters are brought together (via comic books) in a seek and destroy action-cum-platform adventure. You play the Predator against a rampaging horde of Aliens. Fine presentation of sound and graphics with endearing gameplay make this one to look out for. 84%

Alfred Chicken

Mindscape



Certainly one of the best platformers ever to appear in this flooded genre. What more needs to be said? Challenging, addictive and a fine purchase. If you are sick of platforms then this is the perfect cure. Play it through, then play it again and again. Superb. 92%

Asterix

Infogrames

A challenging romp through a richly diverse range of lands in this lively game. Very much in the Mario vein, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

Bart Simpson's Escape from Camp Deadly

Acclaim

A fun and addictive cartoon licence that does Bart justice. In what other game do you get a jull-on ood fight? With lots and lots of challenging layers, it certainly takes some beating. 86%

Batman: Animated Series

Konami

The Dark Knight at his darkest. Based on the cartoon series, Batman has to defeat The Joker, The Scarecrow and Mr. Freeze among others. Dark and moody graphics add to the Gothic feel. This is a top challenge and a must for fans of the series. 89%

Batman

Sunsoft

A platform-cum-shoot'em-up, Batman romps along at a very snappy pace with tons of triggers to pull on the baddies. No sign of Robin though, which is a little bit of a shame. 80%

Batman: Return of the Joker

Sunsoft

Dead, dead tough but certainly worth plugging away at - this gets old rubber pants' sequel off to a good start. Truly excellent sound effects and well snazzy graphics complement the superb gameplay. Loads of mileage for your hard earned money is assured here. That blinking Joker returns once more! Catch him if you can in this whopping challenge! 87%

Bill and Ted's Excellent Game Boy Adventure

Acclaim

A truly excellent game for any bodacious player. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are a touch on the naff side but the gameplay is ace. Bound to keep you air guitaring for ages. 90%

Blues Brothers

Titus

Shades on everyone! Time for a true merry go round of fun and frivolity in a desperate search for your missing instruments. Brill music and graphics and a rock solid platform romp inrock 'n' roll land make this a worthy addition to any collection. 90%

Blues Brothers 2

Titus

This time the guys are involved in Jukebox Adventures. More platform jumping and record collecting over a very large area which helps the lastability. 91%

Bomb Jack

Infogrames

A very simple but nevertheless addictive arcade conversion in which you boing around the screen destroying countless fused bombs. There are 60 levels to negotiate if you can last the pace that is. 80%

Bubble Bobble

Taito

A stormer of a game. Extremely addictive straight from the word go with over 200 levels and OKish graphics. Packed full of fun but a bit easy. 87%

Bubble Ghost

FCI

Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A game difficult enough for hardened players who think that platform romps are easy. 90%

Bram Stoker's Dracula

Sony / Psygnosis

Does Dracula suck its rivals fresh out of blood or have Sony released a cart that's all bat and no bite? Well, as long as you put it on the hardest level it's pretty good. Some of the crash detection can be a bit dodgy but everything else is good. Not brilliant but pretty good. 85%

Castlevania 2

Konami

A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's thankfully much more than just a platform romp as you swing around on ropes and grapple with castle keepers for your life. Vangtastic, well pretty close to it anyway. 86%

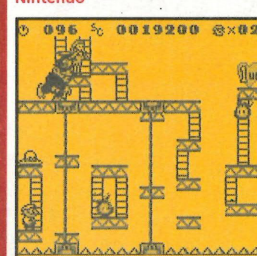
Castelian

Storm

A challenging game that'll stretch your memory and reflexes as you work through seven different towers. The time limit leaves no room for error and it can get annoying at times. Older players may remember it as the Hewson game Nebulus - cos it's the same! 65%

Donkey Kong '94

Nintendo



The 90's version of the early 80's classic does the original proud with all the elements of gameplay and addictive qualities. Mario once again proves a winner as Nintendo continue to produce the goods. Fun, challenging, puzzling, addictive. What more do you want? Verging on the 'Must Buys'. 91%

Dennis

Ocean

Dennis the menace, American style, is trying to make amends for his numerous misdemeanors. A coin search is the task undertaken by Dennis to help his neighbour, Mr. Wilson. Neat graphics and simple gameplay make this quite an effective platform romp. 82%

Dragon's Lair

Elite

Incredibly hard but dead dead playable all the same. Graphic detail is stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. A real stormer of a challenge. 88%

Duck Tales

Capcom

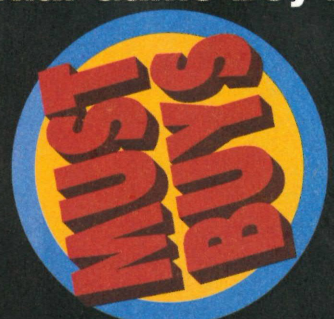
Set over five levels, there's plenty of exploration to get on down to with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic? 81%

Duck Tales 2

Capcom

A terrific sequel. Scrooge McDuck has to overcome all manner of cunning devices on the way to a wad of cash. Great graphics and simple gameplay make it a real delight for each and every fan of the genre. 83%

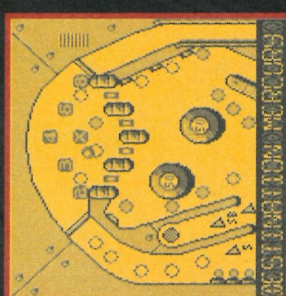
essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases



Pinball Dreams

Gametek

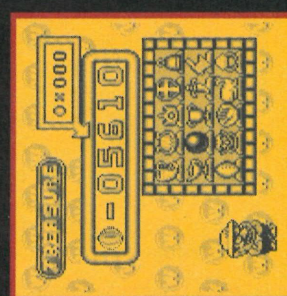
Silver ball action of the slickest kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to its name and really is a dream come true. One of the most playable carts. You'll be totally hooked. 92%



Wario Land

Nintendo

It's been a bit of a wait but when he arrived Wario delivered the goods in quite impressive style. While not particularly difficult to complete, Wario's land is full of hidden levels and hidden treasures. Bold graphics and super sonics make helping Wario's search for cash a quite enjoyable one. A top class product. 93%



Edd the Duck

Laserbeam
Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover. Sheer speed rather than skill carries him over some levels. A bit too much like Taz-Mania really. 77%

Felix the Cat

Hudsonsoft
Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last you very long. Very paw. 70%

The Fidgetts

Elite
A mind bendingly difficult puzzle challenge. Guide Frankie and Freddie through some wonderfully detailed sewers to try and reach a ship to the States. Puzzles abound but terrific graphics help make this toughie quite bearable. 91%

Fire Fighter

iMindscape
Quite a nice little attempt at moving away from the traditional platform environment. You play fire fighters rescuing babies and damsels in distress from burning infernos in an underground station (ahem), warehouse, office block, etc. It's hard work with some fiery obstacles, but does lapse into poor taste. 78%

The Flintstones

Taito
Yabba-dabba-doo! Well, there's no need to get that excited because this is another stone age platform romp albeit with admittedly excellent graphics. The let-down is that there's no Barney Rubble! 78%

Tom and Jerry: Frantic Antics

High Tech Expressions
Simple, playable platformer featuring the world's most famous enemies as erm...friends. Join Tom on a scooter avoiding fire hydrants and Jerry in a swimming race as they search through a number of quite large levels. Madcap and frantic action make this one worthy of a look. 85%

Home Alone 1 & 2

Toy Headquarters
Two sad films have become even sadder games and complete dross is what you get here. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culkin himself, as you endlessly leg it around. Very poor! Don't buy it, not even for a tanner. 35%

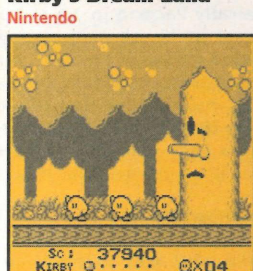
Hook

Ocean
Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay all add up to a near-excellent release. Recommended! 85%

Indiana Jones and The Last Crusade

Ubisoft
The worlds most well known and greatest archaeologist in his finest adventure. Six large and challenging levels follow closely to the story of the film and provide a great test of skill. The rousing rendition of the theme music helps things along superbly. Very good. 84%

Kirby's Dream Land

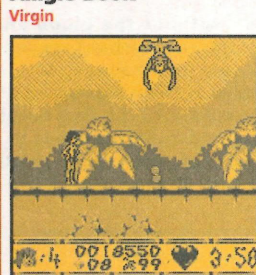


A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy, it's got bags and bags of fluffy loveability. In other words buy this game. 89%

Joe and Mac

Elite
A clobberingly groovy, great platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels of charm. 89%

Jungle Book



An excellent movie licence, whatever next? Yes it's a platform game, but lo and behold, we all liked it. Finding a game which looks excellent, plays well and is seriously addictive is pretty difficult to achieve these days. This is one of them. Thankfully. 90%

Kid Dracula

Konami
Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jollied along nicely despite the levels being far too short. A small grip, but Kid is remarkably playable. 84%

Last Action Hero

Sony Imagesoft
Arnie's big budget, big flop vehicle is a decent whack at the action/platform style. Some excellent graphics are combined with some varied gameplay but this certainly isn't the totally thrilling adventure it could have been. Sloppy presentation in places undermines some of the good things. 80%

Looney Tunes

Sunsoft
A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing and engaging but not, unfortunately, too long lasting. Still, there are plenty worse. 90%

McDonaldland

Ocean
A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. And exact-

ly the same as Spot The Cool Adventure. Not to be confused with Cool Spot! 80%

Mega Man I, II, III & IV

Capcom
Although all four games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Megal 90%

Parasol Stars

Ocean
Fight through seven levels brolly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need absolutely tons of stamina and concentration to make any headway at all. 76%

Popeye 2

Activision
A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

Pop Up

Infogrames
Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard. 61%

Prince Of Persia

Mindscape
Silky smooth animation is just the polish on this very sweet turkish delight of a platform game. With some very difficult problems to get around and lots of lasting appeal it's a more mature adventure. The final levels keep you playing on. 90%

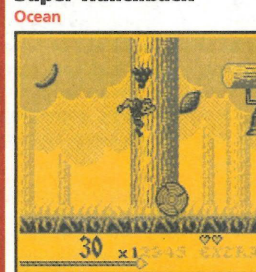
Pugsley's Scavenger Hunt

Ocean
Not half as entertaining, nor anywhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum. 71%

Speedy Gonzales

Sunsoft
Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he races across your screen in a bid to rescue his mates. Definitely recommended. 90%

Super Hunchback



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

Spider-Man 1, 2 & 3

Acclaim
If you avoid the first game in this series, you'll have a fine web-sling of a time. Levels are diverse as the webbed one defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult. 83%

Spiderman & The X-Men

Acclaim
A far cry from the previous three carts with an almost impossibly bland plot and gameplay. The webbed one, along with his buddies the X-Men, must defeat Arcade in his own rather nasty theme park. Poor gameplay and graphics really let this one down. 57%

Super James Pond

Ocean
Make it a meatier challenge and you've got a winner. It certainly invites plenty of exploration with lots of winsome characters, but there just aren't enough baddies. It can also be difficult to see what's going on. 80%

Essential Game Boy Purchases

Lemmings

Ocean
The monochrome Lemmings may lack the cuteness of their console big brothers but the playability is there in full effect. 100 levels will keep you up all night and use up all your spare battery collection. Puzzle players will find a lasting challenge to fall in love with and marry. 95%

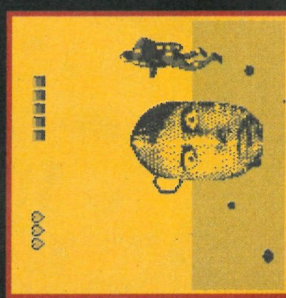
Monster Max

Trus
Utilising a genre rarely investigated on the Game Boy, Titus unleashed one of the most refreshing carts ever to appear on the beloved small screen. The stunning isometric view coupled with the graphics and the simple gameplay mean that Monster Max sets a new standard for others to follow. A killer game with level after level of 3D fun. A complete success in every department. 94%



The Lawnmower Man

Storm
Well, we teased you forever before finally reviewing the thing. Why? 'cos we knew it was going to be excellent. All the time and effort put in by Storm certainly resulted in a great cart. Including gameplay sections of just about every genre you can think of. Lawnmower Man puts in an early challenge for game of the year. 91%



Star Wars

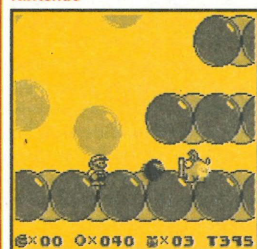
Ubisoft
Varied and absorbing. This lasts longer than a Tatooine Winter and is far more fun. With a playably faithful version of the film's event it's a class product, even Obi Wan wouldn't be able to criticize it. May the force be with you — you'll need it! 92%

Super Mario Land

Nintendo
Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from the absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

Super Mario Land 2

Nintendo



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

Taz-Mania

THQ

Taz is actually a turning point in THQ's fortunes. It's a quite good platform romp with an endearingly hungry and dizzy central character munching everything in sight. Should be better if you can get past the level three boss! It is a bit too like Edd the Duck though. 76%

Tiny Toon Adventures

Konami

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

Tiny Toons 2

Konami

Montana Max has taken over the movie theatre and Buster Bunny is entrusted with the task of saving his pals from having to sit through one of his movies. Cute graphics in a jolly good fun platform romp make it a well worthy sequel to the excellent first instalment. 88%

Titus the Fox

Titus

Graphically this is extremely detailed but there's just not enough bite on offer here. Gameplay ambles slowly along and each background tends to resemble the next. Crazy platform action with a cute fox thrown in. 67%

Universal Soldier

Accolade

Wielding more punch than Rocky this is non stop action all the way. A great control system with tons of moves. Jean Claude Van Damme it's good. 80%

Zool

Gremlin Graphics

The Game Boy version does the ninja ant from the Nth dimension proud. Amazingly fast paced but easy controls make it eminently playable. Fine conversion to the handheld. 92%

BEAT'EM-UPS

Battletoads

Trade West

Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An office fave, nearly. 91%

Double Dragon 1, 2 & 3

Acclaim

The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less. 25%

Lethal Weapon

Ocean

Action is go, go, go and the game does get better the more progress you make. However, sadly, there is a distinct lack of moves to perform, thus making it considerably more dull and boring than joyfully exciting. Bit of a shame really. 72%

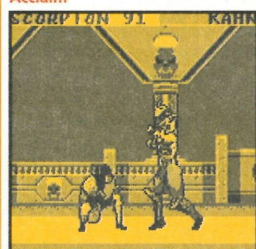
Mortal Kombat

Acclaim

Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. 87%

Mortal Kombat 2

Acclaim



Eagerly awaited and not disappointing, MK2 is probably as good as a beat'em-up will get on the Game Boy. All the moves are here and most of the characters, with clear, surprisingly well defined graphics. Easier to execute finishing moves add to the effect. Will sell by the truck load. 88%

Pit-Fighter

THQ

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylight out of the others with your special moves. Boring, boring, boring, boring. Get the message? 33%

Raging Fighter

Konami

A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There are seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. It's really quite middle of the range. 74%

Teenage Mutant Ninja Turtles

Ultra Games

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but even great graphics can't redeem this game. 59%

WWF Superstars 1, 2 & 3

Acclaim

The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out. 54%

SHOOT'EM-UPS

Asteroids

Accolade

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions, including us. It looks a bit jaded on the old 'Boy and is very barren, yet has tons and tons of nostalgia value. 73%

Centipede

Accolade

Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

Faceball 2000

Bullet-Proof

Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players compete. Then it's above average. 76%

Fortified Zone

Jaleco

Nuke your way through four levels overloaded with gun totting guardians and warriors. You need a fast trigger finger but no thought in order to win. 65%

Parodius

Konami

The programmers behind the greatest blasters show they've got a sense of humour as well. The variety and originality lift this just above Nemesis 2. Cuteness often equals childish play. Not here. Belly dancers and piggies provide exciting cannon fodder. 90%

Hunt for Red October

Hi Tech Expressions

A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine

as you shoot through obstacles and loads of nuclear armed enemies. Straightforward really excellent presentation. 65%

Navy SEALs

Ocean

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough. 73%

Nemesis 1 & 2

Konami

Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. Fast-paced and trigger happy action right from the off and quite tough to get your teeth into. Top Stuff. 90%

Pang

Hudsonsoft

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles. Only the sharpest shooters will survive in this gentle shooty game which holds plenty lasting charm. 74%

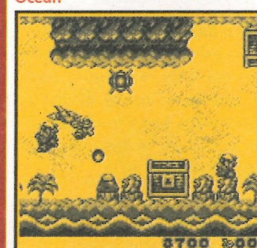
Probotector

Konami

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing! 91%

Desert Strike

Ocean



One of the best games to appear on the Mega Drive has been converted quite superbly. The level of detail and depth included in this helicopter blast is astonishing. Certainly one of the most entertaining and playable shoot'em-ups likely to appear. Ever. 90%

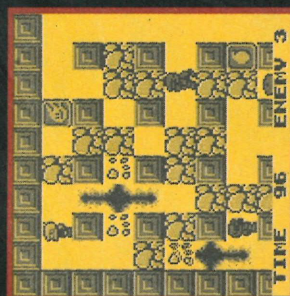
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Bomberman

Hudson Soft

More destructive mayhem as the little fella with a lot of bombs decides to save Earth while he's here on vacation. It's fun, addictive and very challenging. A worthy successor to the classic Dynablast and a definite 'Must Buy' 92%



Best of the Best: Championship Karate

Loricel

This red blooded bruiser lives up to its name in a perfect conversion of the SNES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about SF2, go out and go a few rounds with this knock out cart. 93%

The Legend Of Zelda

Nintendo

The attention to detail is unsurpassed in any other game. In Zelda: Link's Awakening Nintendo have pushed back the boundaries of Game Boy gaming to a new level. Without doubt the best game on the market. From its continued presence in the charts, Zelda has proved to be probably the most popular Game Boy game ever. 96%

RoboCop 2

Ocean

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look. 73%

R-Type I & II

Irem

Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's monochromatic ability and is superbly drawn. Excitement is assured as you streak across space avoiding the acrid taste of death. Not much to choose between them, so surprise, surprise they've both got... 88%

StarHawk

Accolade

Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds badly lack originality. 69%

Star Trek

Ultra Games

A game that boldly goes where so many other games have gone before. There are plenty of levels, but the warp drive is about as fast as driving a Robin Reliant uphill, and all the planet wandering becomes a bit lame. 60%

Terminator 2

Acclaim



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. 84%

Terminator 2: The Arcade Game

Acclaim

A head-on attack of ultra violence, nothing more, nothing less. The backdrops are complicated and it's easy to lose your target among the rubble and be unable to figure out just exactly what the heck you're supposed to annihilate. 76%

Total Carnage

Malibu Games

Throwing political correctness aside, Total Carnage is a complete, unadulterated blast. The graphics are poor, sound limited and gameplay nothing special. But if you want to kill mutant aliens in their droves, there's nothing better. 78%

DRIVING GAMES

Days of Thunder

Mindscape

Takes after the naff film. Not really fast enough to satisfy racing pros and even fewer thrills and spills to tempt you to come back. I'll say this for it, the car drives nice and smoothly and it's pretty hard. All-in-all though, it's just too bland to get a remotely decent mark. 41%

Ferrari Grand Prix Challenge

Acclaim

It may have all the mod cons and technical stuff but frankly it's downright boring with too little challenge. Very poor indeed. A Reliant Robin of a driving game. 49%

F1 Pole Position

Ubisoft

Earning the right to compete in the world's foremost driving championship adds a challenging new angle to the well covered driving genre. There are plenty of options but some untidiness in the presentation stops Pole Position from really being a classic. 83%

F-1 Race

Nintendo

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. And you can play with your chums too! It's pretty smart. 88%

Lamborghini

Titus

Despite a few minor faults Lamborghini is fast, furious fun. It may not look like the greatest driving sim ever, but with so many options together with some really quite excellent gameplay make this well worth a closer look. 86%

Motocross Maniacs

Palcom

Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim. Not bad at all. 80%

Race Drivin'

THQ

Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are particularly cool. 73%

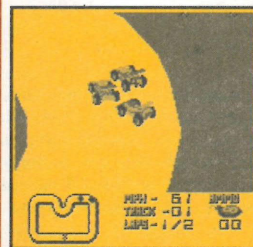
Road Rash

Ocean

A nasty little rash that is most irritating. Don't be impressed by the beat 'em up connection, one type of punch hardly transforms a poor racer into anything remotely worthwhile. After all the hype and the advertising, and the good versions on other machines this was a little too disappointing. 53%

Super RC Pro Am

Nintendo



Slick, fast and playable, loads of tracks and the four player link option offers the greatest multi-player fun on the 'Boy. Car upgrades, weapons and tough competitors are all included. The sort of game of game you'll pick up for a quick game and play all day. 89%

SPORTS

All-Star Challenge 2

Acclaim

This is basketball on half a court with side on and facing basket views. Tons of options and top quality graphics don't really create as much sweaty, pulsating action feel as you'd like and its appeal is limited. 74%

Bases Loaded

Jaleco

A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 87%

Championship Pool

Mindscape

Realism, playability and attention to detail add up to make this a quite competent pool sim. The small graphics can be a bit of a strain on the eyes but the bevy of options and sub games should keep you coming back for more. And it's pretty good value to boot. 88%

George Foreman's KO Boxing

Acclaim

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Rank gameplay and ranker graphics, this is awful. If you must buy a boxing game get Muhammed Ali's instead. 24%

Goal!

Jaleco

Simple, tidy and an original angle on the usual scrolling of footie games. Okay so not it isn't perfect but the Super Cup offers a varied selection of opponents and with a two player option to keep you and your mates occupied it certainly has plenty to offer. Future releases may just push this effort back a bit, but it's still decent. 90%

Hit The Ice

Taito

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Emphasis is quite squarely on the violent aspect of

the game. Playable only as a diversion rather than full blooded sports action ice hockey. 73%

Jack Nicklaus Golf

Trade West

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master the game but it's enjoyable to try. If the Ryder Cup's inflamed your golfing appetite then maybe you should try this. Or just head straight for the 19th. 80%

Jimmy Connors Tennis

Ubisoft

Jimmy steams to the top of the pile marked 'super tennis sims' in a game that does the great man's character proud. Only available on import but with great graphics and challenging opponents this is certainly one to check out. There's a great two player option too. 91%

Jordan Vs Bird

Electronic Arts

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might have done. Not the best basketball game around, more of a one-on-one, but not too bad. 73%

Konami Golf

Konami

A challenging simulation of this relaxing pastime. Let down by the lack of courses (just two are featured), Konami's Golf still provides a decent test of skill, touch and judgement. Good graphics add to the golfing feel. One of the best golf sims. 81%

Mario Golf

Nintendo

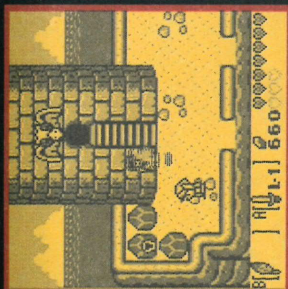
With everything you could possibly need for a few rounds and a battery back up to boot, this is a near perfect sim for the budding enthusiasts with plenty of different holes to negotiate. Fore. 80%

Riddick Bowe Boxing

Extreme

Neat gameplay and graphics with options aplenty. Choose from one of 25 boxers, including Riddick himself, take him through some rigorous training and then take to the ring. It's a little surprising how realistic it all is. Good stuff. 82%

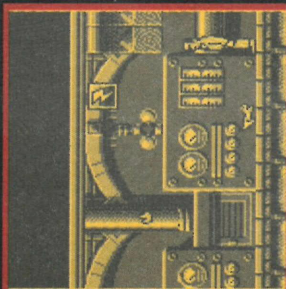
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Dr Franken

Elite

Spookily special adventure here as Franky searches a gothic horror of a castle in order to reunite his girlfriend (Bitsy), literally reunite. It's her body bits that he searches for. Loads of nasties, locations and challenges add up to extreme quality, even better than the excellent sequel. Perhaps not to everyone's taste, but certainly a more than welcome change from endless platforms. 92%



The Empire Strikes Back

Ubisoft

This sequel is bigger, better, harder, incredible. You'll be glued to the screen and won't want to stop. A beautifully constructed adaptation that has lots to do with the film. Probably the finest film tie in to date. Something special that you definitely won't complete in a day! 93%



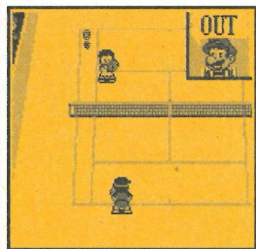
Sensible Soccer

Sony Imagesoft

Realistic football action is let down only by the lack of two player option and the minute sprites. Get over these little problems and there's some fun to be had stroking the ball around the pitch at club or national level. A good effort in the monochromatic confines of the Game Boy. 85%

Mario Tennis

Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Still a fine tennis game despite the recent competition from Jimmy. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

Side Pocket

Nintendo

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order, which is what you do in pool, sort of, but not quite like this. As such the appeal soon wanes. 63%

Speedball 2

Mindscape

A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt. A pretty top hand held conversion of the Amiga classic although there could be a bit of eye strain if you're not careful. 91%

Tip Off

Imagineer

With two teams moving at an incredible speed it's difficult to figure out just what the heck's

going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves to say the least. 64%

Top Ranking Tennis

Nintendo

The top tennis sim for quite some time and still more than decent. The players move exquisitely as they whack top spins and whirlwind serves back and forth. It's fast and groovy with it. Pretty smart stuff! 90%

Track and Field

Konami

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile. 90%

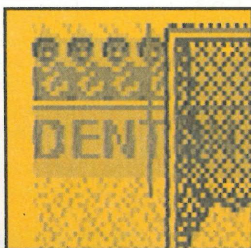
World Cup USA '94

US Gold

The official footie sim released in time for this Summer's football frenzy, it packs so much into the cart you'd expect it to burst. From rehearsing set plays to designing your team structures, it's got the lot. USA '94 is far more involved than any other footie game 92%

World Cup Striker

Elite



A darn fine attempt to bring the World Cup into the palm of your hand. Options everywhere and more gameplay than most previous attempts make this the game it is. A few minor faults which don't hinder the player's enjoyment earned this a rather impressive... 90%

SIMULATIONS

F-15 Strike Eagle

Microprose

The ultimate flight simulation

with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. 87%

Phantom Air Mission

Activision

An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Each mission, rather unfortunately, has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

Top Gun

Konami

Action revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies. Pretty average indeed. 67%

PUZZLERS

Boxle 1 & 2

FCI

You shift around a load of boxes to their correct position as indicated by a marker. Sounds naff but it isn't. Two brain teasers make a change from more run-of-the-mill offerings. 80%

Brain Bender

Gremlin

Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you more than a little mad. 59%

Dr. Mario

Nintendo

Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all-in-all considering the cool Dr. Mario connection thrown in. 42%

Garfield

Kemco

Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains. 87%

The Humans

Gametek

Plenty of mind bending puzzles around as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline. It might get a little bit tedious if this isn't your cup of tea. A potential rival to that classic Lemmings. 87%

Othello

Nintendo

It's just the classic board game. The GB opponents are quite mean but there's a two player option. Simple graphics and that's it. 84%

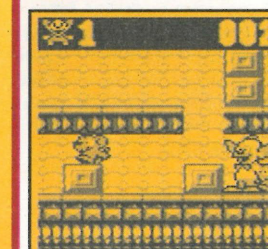
Kirby's Pinball

Nintendo

Part three of the Kirby Challenge sees our little blobby hero in a pinball game of all things. Sounds awful? Wrong! Three tables give you plenty of problems and Kirby is packed full with lots of little mini-games (the greedy thing). Luck matters a fair bit and games can take hours to play when you develop a bit of skill but all-in-all it's pretty and it's fantastic. 89%

Krusty's Fun House

Acclaim



Bart's all time fave TV show trips onto the green screen with class. A platform puzzler with little to do with the Simpsons but everything to do with infuriatingly addictive gameplay. The 60 plus levels will take ages to battle through. Passwords help you keep going in this very good package. 92%

Kwirk

Acclaim

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 88%

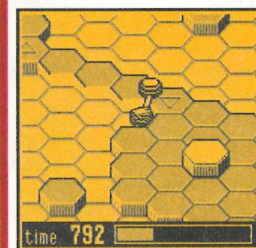
Marble Madness

Mindscape

You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and tiny passages to negotiate. 62%

Lucle

Vic Tokai



A very, very strange idea and an even stranger game. Explore a planet's surface in your twin pod surface crawler. A bold idea which has been neatly made but it's a little bland. 77% Conversely, it's an infuriatingly challenging puzzle game to test the wits and skills of the best.

New Chessmaster

Hi Tech Expressions

Erm, basically it's chess. You either like or loathe it. For chess fans it's about as portable as it gets with no tiny pieces to drop. The computer players certainly know what to do! If you can get hold of a copy, it's not the sort of game you'll want rid of in a hurry, if you're into chess! 85%

Q*bert

Nintendo

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable, to some extent, a bit! 83%

Splitz

Imagineer

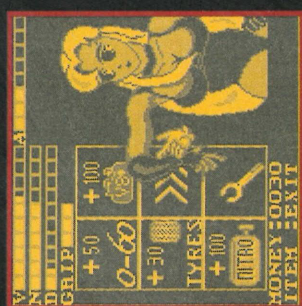
A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one totally cool challenge with absolutely loads and loads of skill required to succeed. Excellent fun. Elvis spotted in Game Boy game!!! I like it. 85%

Essential Game Boy Purchases Essential Game Boy Purchases Essential

Race Days

Gametek

Two great driving games on one top value cart. Race Days is an absolute definite for the 'Must Buys' section. 4 Wheel Drive offers a rallying experience on the rough tracks of the American west and Dirty Racin' a more cartoon style race around a number of different tracks in the Micro Machines mould. Buy it! 94%



Yogi Bear

Empire/Gametek

The 'smarter-than-the-average' bear takes to the Game Boy screen in hugely impressive style. While the Yogi sprite is nothing stunning, the sheer quality of the gameplay and the challenge offered over the six huge levels make this an essential addition to everyone's game collection. Wario, nah, buy Yogi, it's ace. 93%



Tesseract

Gametek

If you have a few hours spare and a penchant for original puzzlers then Tesseract could be right up your street. "Easy to play, difficult to master" is the claim. Well, almost. 80%

Tetris

Nintendo

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way mate! Tetristastic. 95%

The Real Ghostbusters

Activision

Garfield revisited should be the sub title of this adventure. The two are practically identical. For those not owning Garfield the puzzles and challenges could prove a treat. Over fifty levels adds to the challenge with each offering new traps and tricks for the unwary. 86%

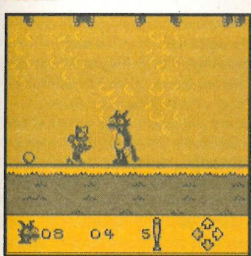
Yoshi's Cookie

Nintendo

Similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match similar ones to make them go. The further in you get the faster they fly. Trading on the name one thinks. 76%

Itchy and Scratchy

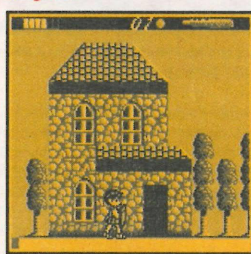
Acclaim



The cat and mouse double act who break the mould of traditional cartoons star in this intriguing puzzler. In much the same mould as Krusty's, the Miniature Golf Madness provides loads of opportunities for mindless violence between the two protagonists. Good fun and challenging. 86%

Battle of Olympus

Imagineer



Set in ancient Greece this is a huge game which draws you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the freaky characters who offer you clues and send you on missions. A bit educational too. 87%

ROLE PLAY

Mystic Quest

NINTENDO

A hugely engrossing arcade adventure that'll last an age. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat of a game. Also known as Final Fantasy Adventure. 85%

Prince Valiant

Ocean

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get very little reward indeed for your exertions. 65%

Robin Hood: Prince of Thieves

Mindscape

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches for any role play fan. Not easy to get into at first, but worth the effort. 85%

Ultima: Runes of Virtue

FCI

A massive adventure that'll take eons to finish. Punishing but compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging. 79%

MISCELLANEOUS

Alien Olympics

Ocean

A sport sim with a difference. It has all the elements of your average athletics/olympic championship but with a huge difference. You use an alien in the event of a lifetime. Weird and challenging in the extreme this offers plenty of varied gameplay in the different events with some really cute graphics. 82%

Altered Space

Sony

The original isometric view cart for the GB. Only ever available on import sadly. It certainly has all the elements of a classic but the recent Monster Max arrival has surpassed this fine effort in every department. But only just. 84%

Bart Vs the Juggernauts

Acclaim

As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right. 85%

Battleship

Mindscape

A modernised version of the dated classic board game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest. 67%

Castle Quest

Sony Imagesoft

What do you get if you cross chess with monsters, magic and a fantasy setting? Castle Quest. Skill, judgement, nerve and luck combine in an addictive and original puzzle variant. The luck element detracts from some of the skill but it's still a neat idea and top notch execution. 89%

Choplifter II

JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up, nothing more, nothing less. 78%

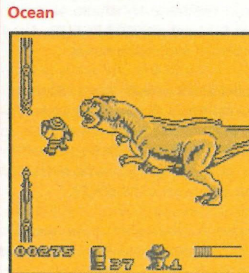
Crash Dummies

Acclaim

A quite original and hilarious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. Simple to get totally hooked on. The Dummies are coming to life, beware! Clunk click, every single trip! 87%

Jurassic Park

Ocean



A fairly playable collect 'em up without the action you'd expect from the film. Searching for eggs becomes a bit boring but the rest is pretty good. Graphics are well stylish but maybe could have been better. There's plenty to do and see, but its no classic. Fans of the film should take a look. 85%

Dynablast

Hudson Soft/Nintendo

An absolute classic of a game. It's simple and infuriatingly addictive. There are years of gameplay to be had in both the one player game and then in the two player option. The concept is original and the execution superb. A bit of a must buy, really. A whopping 97%

4-in-1 Fun Pak

Interplay

Solitaire, Yacht, Cribbage and Dominoes all on one legal cart. A handy way of playing those board/travel games which are popular on long journeys. Dead useful and definitely dead worth a look. 81%

Paperboy 1 & 2

Mindscape

Dated, slow and frankly quite boring, you simply move around suburbia delivering newspapers, dodging dogs and grumpy neighbours. How thrilling! 56%

Personal Organizer

Infogenius/Gametek

Get your life sorted with this battery powered filofax for your Game Boy. Appointments, phone numbers and addresses can all be stored for easy reference. If you want to get your life sorted, this might help. 79%

Populous

Imagineer

Want to play God? You ARE God! Hours of strategy and involvement to be had as you govern the fortunes of your subjects. While you may take a while to get totally involved, once the world starts taking shape it's very difficult to put down. The original ego trip game. Engrossing. 91%

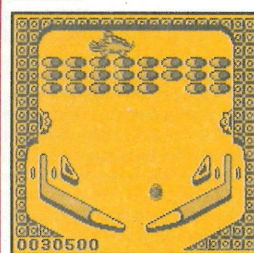
Rampart

Mindscape

Build or die in a medieval heaven involving power, battles and bricks. It's tough and frantic as you rebuild walls within a time limit and prepare for much rougher onslaughts. Graphics suffice, as do the sounds but they add up to make the complete package a quite appealing and original little game. 83%

Revenge of the 'Gator

Nintendo



A delightful little pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes, bells and bleeps. The scrolling is a bit jerky but then again the gameplay is easily good enough to ignore that. 87%

Spell Checker

Infogenius/Gametek

It's a, erm, portable spell checker, ideal for the busy traveller. Holds plenty of words and there's a calculator thrown in too. Useful, but beware of Americanisms. 71%

BACK ISSUES



For back issues, call the number on the right, quoting the correct reference number.

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Free Classified

SALES

I will sell Bart Simpsons Escape From Camp Deadly, boxed with instructions for £11. I will also sell Sensible Soccer with instructions for £9. Telephone (0895) 677459 and ask for Alan.

32 Gameboy games. All good titles including Mario Tennis, Tetris, Dr. Mario, Alleyway, Motocross Maniacs, Tazmania etc. £70. Tel: 021 772 1254. Ask for Shokat.

I've got a Game Boy with AC adaptor, carry case, Lemmings, Wario Land & Nigel Mansell for sale. All worth £145. I will accept offers in the region of £60-£80. If interested call Gareth on 0705 678008.

Game Boy games for sale: WWF, Lemmings, Double Dragon, Boulder Dash, Skate Or Die, Bad 'n' Rad £15 each or all for £65. No box. Phone 0655 882560 and ask for Allan after 4:30pm. Must collect. I stay in Maybole, Ayrshire.

For sale. Game Gear with power adaptor and games Micro Machines, Ecco, Krusty, Columns, Popils, Star Wars, Sonic, Sonic Chaos, Simpsons and Tazmania. Boxed with instructions, all as new. £170 ono. Write 22 Birks Hall Terrace, Pellow Lane, Halifax. HX1 5RG.

Wanted! Someone, anyone to buy my games! I need the money fast. titles include: Wario, Zelda, JP, Parodius, BC Kid, Kick Off and T2. Phone after 4pm anyday and ask for Jamie on 0455 239514. If I'm not in leave a message.

Gameboy, Nuby mains adaptor, light-boy, 9 games, Bart Simpson, WWF2, Mega Man 2, Speedball 2, R-Type, Super Mario Land, Turtles, Double Dragon 2. All boxed with instructions except no boxes for WWF2 and Mega Man 2. Worth £350, will sell for £150. Ring Kean after school on 0432 356069.

Gameboy for sale with 11 top games, deluxe carry case, magnifier, power adaptor, headphones, two player lead. All games fully boxed, instructions. Everything for only £200. Call Jorden Stones on 0352 711216.

I have issues 1 to 28 of the Total magazines for sale. Issues 1 to 14 are £5. All the rest are £2. Phone Oliver 'grabber' Carr on 0959 577815.

For sale, Gameboy £20, mains adaptor £4, light magnifier £5, plus 5 games- Wario Land £13, Jungle Book £15, Mario Tennis £10, Top Rank Tennis £12 and Mario Land 1 £10, everything boxed with instructions. Prices as above or £80 for the lot. 0285 657867.

Sales. I will sell 2 Gameboy games for £50 ono. Any 2 of these: Mercenary Force, Gremlins 2 or Othello. If interested call Michael on 0604 753286. All have boxes and instructions.

For sale: SNES games- Super Aleste, Mario All-Stars. Game Boy games- F1 Race, Battletoads, Super Kick Off + Manga video Akira. SNES games £17.00 each. GB games £7.50 each. Akira £6.50. Phone Henry on 0726 66627.

Gameboy for sale with Game Genie, GB holster, magnifier and 6 games including Mario Land 2, Mortal Kombat and Zelda. Sell for £150 or nearest offer. All games boxed and in excellent condition. Write or phone any time. Andy Clarke, 3 Westglade Cove, Farnborough, Hampshire. GU14 0JE. Phone: (0252) 520228.

For sale! 9 top quality games for the Game Boy! Titles include Zelda, wario, asterix and JP. All at bargain prices, between £12-£15. Phone after 4pm any day and ask for Jamie. Leave a message if I'm not in. Hurry!!!

For sale. Sega Master System Plus (2 built in games) and 9 games: Sonic The Hedgehog, California Games, Super Tennis, Enduro Racer, G-Loc, Teddy Boy, Ghost House, Action Fighter, Wonderboy 3 £10 per game and £50 for Master System or £80 for the lot! Must be able to collect. Call Lee on 061 225 3893.

For sale! 15 Game Boy Action magazines. Issues 8-23. All in brilliant condition. All for £5. Tel: Stewart 051 928 3665.

Game Boy for sale. Carry case, light magnifier and 9 games inc. Tetris, Tennis, Super Mario 1 and Spiderman. £85 ono. Tel: 0606 79014 after 4pm. Ask for Alec.

Game Gear games for sale. Sonic The Hedgehog £11, Streets Of Rage £12, Wonderboy £14, Shinobi £15, Mortal Kombat £16, Alien 3 £16, Indiana Jones and the Last Crusade £16. Might swap for Gameboy games. Tel: 021 772 1254., or have the lot for £90. Ask for Shokat.

Cheap: NES + 5 great games boxed and in superb condition. Games are Mario 1, Mario 3, Top Gun, Tennis, Bayou Billy. Ideal present for young gamer. The whole lot only £75 (fixed price). Call Alex in evenings 0767 317487 (Beds area).

For sale. Mario Land, Zen, tetris, Paperboy and Double Dragon 3. All £10 except Tetris which is £5. If interested phone Henry on 0923 671162. All boxed with instructions except Mario & Tetris. All have instructions except Mario.

Sega Master System II for sale. £60 ono. 9 games boxed in good condition. Midlands area if possible. Worcester 01905 355017. Ask for Wayne.

Bargain! Super quality Amstrad CP 64 with keyboard, colour monitor and stacks of games inc. World Cup, Yogi Bear, Fun School, Question Of Sport and many other top titles. Sell for around £80 ono. Contact Stephen Mills on 021 353 6036. Don't miss out.

Game Boy for sale with ten games including Nigel Mansell's World Championship, Tetris, Super Mario Land 1, Basketball, Tip Off, Kick Off, Spiderman 2, Double Dragon 3 plus light and two player link lead. All for £125. If interested phone Bernard on 0222 229216.

Game Boy for sale with 6 games, Zelda, Wario Land, Mario Land 2, Bugs Bunny, Tetris, Populous plus 9 issues of GB Action. All for £65 ono. Tel. James on 081 341 1892.

SNES cheats for sale. I'm willing to charge a measly 20p for cheats and 5p for Action Replay codes. If your cheat doesn't work I'll refund your money. Send a SAE to Phillip Marsh, 8 Verwood Close, Canterbury, Kent. CT2 7HS.

For sale. wario Land + Blues Brothers. No instructions with either. £30. Ring Ryan on 0272 610932 evenings.

Lynx games for sale: XYBOTS £12, Crystal Mines II £12, Blockout £12, Gates Of Zendocon £13, S.T.U.N. Runner £13, Sun Visor £5. All boxed with instructions. Ring Matt (051) 3439360. Also Supervision with 4 games (boxed, instructions) £ 28.

For sale: Fortified Zone, Spiderman 2 and Duck Tales. All have instructions

and cost £10. if interested phone Henry on 0923 671162.

NES with 2 control pads and Lightgun and 15 games inc. Mario 1, 2 + 3 and many more. All boxed with instructions except Mario 3. Worth £520 will sell for £250. If interested call Jason on 0533 879400.

For sale. 9 games- Dr. Franken, Super Mario 2, Mercenary Force, Double Dragon 3, Paperboy, Solar Striker £10 each ONO. Robocop £6, Tetris £4 and trax with 4 player adaptor £15. Phone Simon on 0727 823322.

Game Boy, Tetris, Mercenary Force, T2, Motocross Maniacs, Super Mario Land, Pit Fighter, 4 player adaptor, leads, headphones, carry case. Worth over £200. Sell for £115 ONO. Robin Nath, 10 Beavers Lane, Hounslow, Middlesex. TW4 6EN.

Game Gear for sale with carry case, 24 games, mains adaptor, Master Gear for £180 ONO. It is in mint condition. Ring 0526 352311. Ask for Ben (Lincs area only).

Game Boy games Marble Madness and F1 Race sell £10 each ono. or swap for handy boy or most games. Phone 021 706 7963 or write to Simon Lintern, 68 Barn Lane, Olton, Solihull, West Midlands. B92 7ND.

For sale: Yamaha portasound PSS 480 with 100 voices and styles, digital synthesizer, midi, custom drummer, parameter change, song memory, digital display, auto accompaniment, rhythm control, percussion, different effects and loads more. Phone 0403 252927. Please hurry!

Bargain, Game Boy, mains adaptor, 8 games, Lemmings (95%), Super Hunchback (91%), Tetris (95%), Goal! (90%), Mario Golf (80%), Mario Tennis, Track Meet, ferrari Grand Prix Challenge. All boxed with instructions, as new. £85 ono. Phone 0303 239889 and ask for Dean.

Sell GAmE Boy, GB Case, Light magnifier, 4 games inc. Dragon's Lair, Parodius, Choplifter II, Bart vs Juggernauts, good condition, worth £150, sell for £78. Must collect from Wirral (Merseyside) area. Ring Matt: 051 343 9360.

Great games for sale: Nigel Mansell (92%), Mario 1 (92%) Bill and Ted (90%) Qix (81%) Burai Fighter (83%) Spiderman 2 (83%). All good condition, only £10 each. Call Alex on 0767 317487.

Game Boy, Light magnifier, adaptor, spare gamescreen, plus five great games £80. Will sell separately issues 17-30 of GB Action. £5 for the lot. 0285 657867.

For sale. Sega Pro issues 1-15. Excellent condition. Offers on 0252 624530.

Games for sale! Double Dragon 2 and Batman: The Animated series, £10 each. Both are boxed with instructions. Call Ian on 0295 670513. Thanks.

For sale! Nuby game light £5, Joyplus Handy Carry £5, Spiderman game £7 and Super Mario Land 2 for £10 or the whole lot for 325. All in mint condition. Call now for an extra little free gift! Ring Matt on 0743 792768.

For sale: Master System with 2 games built in £60 ONO. A selection of 15 games £15-£20. Gun for sale £7, joy-

stick £12. Buy today, don't delay. Phone Richard on 0908 543458.

Game Gear games, sell complete package of 62 games inc. Sonick, Alien 3, Chuck Rock (5 boxed, 9 instructions, all in protector case) plus GG, GB, or Lynx Carry case, bargain price £150. May send. Ring Matt 051 343 9360.

Cards for sale! Match football cards for 1p each. Pannini official players collection football cards for 2p each. 3 Bart Simpson cards for price of 1p. Please state the no. of the card and please include a SAE. Andrew Jackson, 7 Nut Tree Close, East Hunts Hill, Nr. Highbridge, Somerset. TA9 3PN.

PENPALS

Penpals wanted. I am 18 and want female penpals aged 15-20. I Love footie and clubs, reply guaranteed. Please include photo. Scott Riddoch, 33 Bogton Rd, Forres, Moray, 1V36.

Penpal wanted. M/F, I don't mind. Age range of 11-14. I am 12 and male. Don't have to have a Gameboy but it would be nice if you did. Please write back, more info then. Send photo if possible. First five replied. Jamie Noy, 54 Casterbridge Rd, Dorchester, Dorset, DT12AG.

Hello! Looking for a male penpal, must be 11-13, must like playing on Gameboy. If interested phone Tom on 0902 883 582. Must have photo.

Male Penpals wanted aged 14-19. I'm female aged 15. I'm into most music, going to the cinema and having fun. Has to have sense of humour or be crazy. Doesn't have to have a Gameboy. All letters will be answered. Write to Jessie Delaney, Denfurlong Farm Cottage, Fields Rd, Chedworth, Cheltenham, Glos, G154 4NQ.

Hi, I'm a 12 year old female looking for M/F penpals worldwide of any age. I enjoy playing tennis, watching T.V, playing on my Gameboy and Amiga and writing. I like all kinds of music and I'm a total shopholic. First 8 replied to. Please enclose a photo of yourself if possible. If your mad enough to write to me then send your letters to: C.L.L. 53 London Rd, Horsham, West Sussex, RH12 1AN . P.S. You must be able to write to me at least once a month.

I need a penpal, male or female, aged 12 to 1000. Must like Iron Maiden, Opus III and rave music. Also cats, hamsters, books and computers- pref Gameboys. Write to: U. Bond, 9 Beacon Field, Felixstowe, Suffolk. IP11 8JQ.

Hi! My name is Samantha. Penpals wanted m/f, 12-14. I will reply to all letters. Write to Samantha Toal, 194 Findhorn, Moryshire, Nr. Forres. IU36 0YN.

Penpals wanted aged 15-17 male. No Game Boy needed. Guaranteed reply. Must have excellent sense of humour. Sexy if possible. write to me for a bit of fun. Becca Duffell, Sutton House, Sutton Valence, Maidstone, Kent. ME 17 3HH.

Hi, I'm looking for a female penpal 10-12. I'm 11 and like sports, having a laugh, music and computers. Please send photo if possible. Write to: Thomas Shea, The Cottage Huntley nr Tean, Stoke-On-Trent, Staffs. ST10 1UB.

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action

Name.....

Address.....

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Please make sure your phone number is clear, and include all your digits

Post to: GB Action Classifieds, Europa House, Adlington Park, Macclesfield, SK10 4NP

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Help! I'm in desperate need of penpals. I'm a 16 year old girl. My name is Nicola. Would like male/female penpals any age. I like playing the piano, listening to all music, drawing, love animals. I also have a Gameboy + Sega which I play on all the time. 100% reply. Hurry, put pen to paper. Nicola White, 200 Annshill Road, Gosport, Hants. PO12 3RE.

Two 15 year old girls looking for male/female penpals 15+. Into heavy metal, surfing and other watersports. Reply guaranteed. Write to KE and MB at 1 Rowan Way, Canewdon, Essex. S54 3PD.

Hi! My name's John and I want penpals M/F aged 12-14. I'm 13. I like Gameboy, Amiga, all sports, drawing, listening to music and spending some cash. Photo if poss. So come on get writing to: John Rith, 8 Chelson Gdns, Maidstone, Plymouth, Devon. PL6 8SA.

Hi. I am looking for a penpal aged 11-13. I am 12. Male or female wanted. 100% reply to all letters. I like Game Boys, Technic and trains. I am shy when I meet people for the first time. Photo if possible. Phillip Parr, 50 Barleycorn Drive, Rainham, Gillingham, Kent. ME8 9NA.

Hi. Pen pal wanted. I am 15 and looking for a pen pal. Can be male or female aged between 14-18. 100% reply. I love Red Dwarf and partying. Amanda Parr, 50 Barleycorn Drive, Rainham, Gillingham, Kent. ME8 9NA.

Chill out! Penpal wanted, girl or boy. Must like Game Boy. 50% reply. Andrew Rogers, 88 Windsor Drive, Leek, Staffs. SH3 6NN.

I am a 15 year old lad looking for a female penpal. Must have a great sense of humour, like me. I like Manga, sports and am a great artist. So go on write to me, you know you want to. Steven Griffiths, 72 Ben Nevis Rd, Tranmere, Merseyside. L42 6QZ.

Are you good looking and want a sexy penpal aged 10-13, I'm 11 and a half. I like Gameboys, football, SNES, art and have a brilliant sense of humour. Give photo and I will answer every reply! So get scribbling all you girls and write to: Chris Marsh, 8 Verwood Close, Canterbury, Kent. CT2 7HS.

Single male seeks female companion. Must like rock music and computing. Aged between 14-16. I am 17 years old. Photo if possible please. Write to: Simon Thorp, 27 Barlestone Drive, Hinkley, Leicestershire. LE10 0XZ.

Female penpals wanted for group of boys 13 to 15 years old. Must like music like NIRVANA. Not need to have a Game Boy. 101% reply. Please send photo. Must enjoy sport and have a sense of humour. Bye! Andy Clarke, 3 Westglade Southwood Rd, Cove, Farnborough, Hampshire. GU14 0JE.

I am a male of 17 years. I want to have male and female pals from all over the world. Your will be friend, Daniel. Please write to: Daniel Abbey, c/o Stephanas Nunoo, P.O. Box 11516, Accra-North, Ghana, W/A.

Hi to everyone out there. Age 13+. I'm looking for people who love sports, reading and going out. It doesn't matter if you don't have a computer. I don't! I will reply to anyone who writes to me. So write to me now!

Kerrie Bavidge, 104 Auchmill Road, Bucksburn, Aberdeen. AB2 9ZR.

13 year old boy wants similar age girl to write to, good sense of humour. I like playing Gameboy and love animals. Please send photo, 100% reply. Steve Downie, Drake House, RHS, Holbrook, Ipswich, Suffolk. IP9 2RX.

Female penpals wanted. Photo needed for reply. Age 11+. So get writing to Gavin Randall, 249 Olton Blvd, West Tyseley, Birmingham. B11 3JD.

Hippies wanted now for love, peace and life. Pref 15+ with a good sense of humour and a cool taste in music such as rock and celtic. I'm female and waiting for a reply. All letters replied to. Nad, 12 Whitecraig Avenue, Whitecraig, East Lothian, Scotland. EH21 8PA.

Female seeking mature sensitive guy for lasting friendship aged 15+ any interests. Photo if possible, but not compulsory. Nikki, St. Mary's Rectory, Daiketh, Midlothian, Scotland. EH22 1BU.

Female penpals wanted. Aged between 13 & 14. Hopefully into dance music (except Take That!). I am an extremely lively 13 year old. Guaranteed 100% reply rate. When writing please include a photo. Reply to: Robert Young, Yarta, School Lane, Westkingsdown, Kent. TN15 6JL.

19 year old male student seeks female pen pal aged 16+. Must have good sense of humour, photo if possible. 100% reply, so get writing now!!! Write to Stephen Rouse, 17 Trimdon Ave, Acklam, Middlesbrough, Cleveland TS5 8LR.

Hi! If you like 2Unlimited, stop reading now! I would like a pen pal, 16 or over, who is into Terrorvision, The Wildhearts, Sepultura, Metallica and most other metal. I am a 16 year old girl. There must be some METALHEADS about somewhere!!! Write to: Julia, 228 Hillside Avenue, Huyton, Liverpool. L36 8EA.

Anyone want a Scottish penpal? Look no further. I am 14 and like rave music and basically having a good time. I am looking for a female penpal over 12. 100% reply guarantee. Photo if poss. Write to: Paul Dempster, 2 Scotsraig Place, Barnhill, Dundee, Scotland. DD5 3JU.

My name is Miles. I own a Gameboy and like grunge and heavy metal music. I am looking for a penpal aged 11 or 12 from Aylesbury with the same interests as me. I will only answer cool people. Miles Duncan, 194 London Road, Aston Clinton, Aylesbury, Bucks. HP22 5LE.

Calling all pens, paper and stamps. I'm on the lookout for new penpals aged 14-21, male or female, any interests and from anywhere in the world! Interested? Good, write to me. Samantha Gallagher, 28 Princess Anne Road, St. Peters, Broadstairs, Kent. CT10 3HL. By the way I'm 15.

Hi, I'm a 12 year old female looking for penpals of any age, anywhere in the world, female or male. I like all music, playing tennis, watching T.V., going out and playing on my Game Boy and Amiga. 100% reply to everyone. Photo if possible please. If you're mad enough to write to me, write to: C.L.L.,

53 London Rd, Horsham, West Sussex, England. RH12 1AN.

Hi! I need a penpal, any sex, but you have to be 10-13. I am 123 years old and male. My hobbies are swimming and footie. 100% reply to all writers. Write to: J Seddon, 29 Marsh House Lane, Darwen, Lancs. BB3 3JB.

SALES/SWAPS

Sale/swap (SNES) Super Mario World (£10) or Super Mario World (£20) or swap for Super Bomberman, Aladdin, Ploek or Soccer Kid all for SNES! Tel. (031)5512219

I would like to swap my Star Wars boxed with instructions for one of the following, Mystic quest, Runes of Virtue, Robin hood prince of thieves, must also have box and instructions. I also want Battle of Olympus. Would prefer Mystic or Battle as first choice. Mr Richard Etherington, 1 Lynsted Gardens, Eltham, SE96LG, Tel:081 859 5497.

I will sell my Gameboy with 8 games which include MK1+r type 2 also ac adaptor and 2 cases for £75 or I will swap for Mega drive version of MK2 or Virtua Racing. Buyer must be in Edinburgh call 554 5235 and ask for Iain.

NES for sale, good condition 2 games will sell £40 or swap for Mortal Kombat SNES U.K or Bomberman 1 U.K. SNES or will swap for 2 Gameboy games all games must have instructions Local areas only! Contact Stuart Flinter, 74 Moira Rd, Woodville, Swadlincote, Derbyshire. Tel: 0283 218678.

Mega Drive games for sale! Davis cup world, Tour tennis £30 ono, or swap Davis cup for Aerobij or both games for your Virtua racing. Phone Ian on 0476 67108 after 7pm.

Will sell WWF 2 for £18 Phone 0665 576 306.

Gameboy for sale £25 inc. Tetris, also Legend of Zelda £8, F1 Race and four player adapter £9, Gargoyles Quest £7, Dr Franklin 2 £8, Fortress of fear £7, All with manuals boxed and in excellent condition, or the lot for £70 ono. Barcode Battler also for sale £10. Phone 0386 860 963 ask for Nick.

I am selling Batman Returns for £20 and AX battler for £15 both for the Gamegear, buy both and I'll throw in a cheatbook also for the Gamegear. All in perfect condition. Adam Clarke, 1 Norwell Brow, Craster, Alnwick, Northumberland, NE663TX.

I am selling my Game gear with seven games, A light and two player lead all for £100. I will also consider swapping it for a Super Nintendo with 2 games. Phone 0450 378 907.

Buy my Gameboy for only £50, yes only £50. Do it now before Xmas, while it's here! Including 6 brill games. Call now on 0752 564420. Hurry!! It'll go soon!

I have 5 games to swap. Home Alone for any game or £5. Nintendo World cup (76%) with box and instructions (B+) for Raging Fighter. Prince of Persia (90%) B+I for any game in the

90's. Goal (90%) B+I for Striker or World Cup USA 94. Best of the Best (93%) B+I for any game 93% or over. If interested ask for Steve on 0984 631219 (Somerset).

Gameboy for sale, includes head phones, 2 player link, mains adaptor and light magnifier, three games - Tetris, Wave race and World cup. Carry case included £70. phone 0229 869272, after 4pm on weekdays.

Hi, I have a Boossey and Hawkes Trumpet for sale. It's silver plated, two years old and in excellent condition. Worth £200 sell for £90 suit learner. Phone 0372 812137. A bargain at £90 ono. Surrey area only.

I have Jokes, magic, pop and heavy metal, novelties, badges, footy novelties, party + Halloween masks, Keyrings and puzzles merchandise. For a catalogue, order form and envelope plus offers, send 40p, a S.A.E and write to Mail ordered jokes /merchandise, Steven tv, 375 Farnleigh house, Loughbrough park, London, SW98NR

A get rid of sale: G.B Games Holder. Holds 12 Carts, =50p!!! "Game genie Code book update" plastic coated book=£1!!! Massive GB carry case, carrys G.B, Light, Amplifier Magnifier, Plug thing, Power pack, Games, Link cable etc = £2!! Write or phone: Jody Bunting, 7 Church avenue, Hatton, Derby, DE65 5DP. Tel. 0283 814185.

Sell Gameboy and ten games all boxed with instructions. Excellent condition. Games include T2 Battletoads, Lemmings, Revenge of Gator etc. Sell whole lot for £120 ono. Phone 0270 663602. After 7.30pm ask for Mark. Crew area.

Games for sale: Jurassic Park-£12, Wario-£12, Baseball-£10, Battletoads £10, Race Drivin-£10. May swap for any decent games. Phone 0673 861 424 and ask for Gavin.

Hey you! Would you like a GB with 6 great games including T2, SMB1, and more, and a game link cable. All this could be yours for £50 ono. Call Kevin on (0752)564420. After pm Please come on I'm desperate.

For sale: Mortal Kombat £14, Jurassic park £14, Cliffhanger £12, Best of the best £12, Turrican £10, Carry Case £7 - all boxed with instructions, all for Gameboy. Phone 0472 824 638.

For sale: Atari 2600 with 2 joysticks, 2 paddle joysticks and 10 excellent games including Pacman, Yars Revenge, Pole position and Super Breakout, all in excellent condition. £35 or very nearest offer. Ask for Alex on 0255 831324.

Game boy for sale with 6 games Super Man 2, Tetris, F-1 Race, Mario 2, Dr Franken, Bart vs Juggernauts + 4 player adaptor and a light +mag. Everything boxed and in great condition. For £140 call 0733 380565 ask for Robert + Link lead, earphones and carrycase.

For sale: (Gameboy) Terminator, Burai Fighter, Battletoads £10 each Castle quest -£13. (Megadrive): Buck Rogers (RPG) £17. All boxed with instructions, excellent condition. Write to Richard Fray, 29 Albert Grove, Lenton, Nottingham, NG71PB. Swap one of the first three games for Aliens 3 (GB).

For sale Sega Megadrive Games all boxed with instructions and all in

superb condition. Titles are -Starflight £12, Corporation £12, LHX Attack Chopper £15, The Immortal £15, Mega-Lo-Mania £15, Jungle strike £25, all are bargains so hurry!! Tel. 0493 722367.

For sale Yamaha Portasound PSS 480, with 100 styles and voices, digital synthesizer, parameter change, midi, different effects, auto accompaniment, rhythm control, percussion, custom drummer, voice bank, song memory and LCD display. With manual and song book. All boxed. Would make a brilliant birthday or early Christmas present. If interested in buying ring (0403)252927.

5 Gameboy games for sale, Mortal Kombat £11, Tiny Toons £8, Krustys fun house £7, Dynablast+ Castlemania Adventure £5, each. Group price £30. Phone Simon on 0386 860963.

For sale: Amiga 500, with 1 Megabyte, t.v. modulator, new mouse and joystick, over £500 worth of software, lots of mags and coverdiscs, a citizen 9 pin dot matrix printer, a 20" colour t.v. with stand (which works as a monitor) and all the manuals. Worth over £1000, sell for £475 o.n.o. Would make a great birthday present or early Christmas present. If you interested in buying phone (0403)252927.

I have many games for sale at bargain prices! I will sell Super Mario Land, (92%), Super Mario Land 2, (90%), Bart Simpsons escape from camp dead-ly, (86%), Batman - return of the Joker, (87%) Castle Vania, (86%), and Speed ball 2, (91%), all for £15 each, or Gremlins 2, (80%), Tetris, (95%) and Navy Seals, (73%) for £13.50 each. Bugs Bunny is £12. All on Gameboy. All are boxed with instructions, except for Tetris or Navy Seals. Please phone on 081 8901632 any time - Ask for Ian. SNES games for sale. Street Fighter 2, with instructions -£20. Or Championships Pool, with in - game instructions - £18. Please phone on above number. All games in excellent condition.

For sale Turtles and Turtles 2 for GB both boxed with instructions. Ben Bishop, 18 Iris close, Pilgrims Hatch, Brentwood, Essex, CM15 9QF. Tel. 6277 231164.

GB MAGIC has a special offer on! You can own issue 5-6 for just 70p (p+p inc). Issue 6 on it's own is 50p (p+p inc). The mag has - Reviews, cheats, adverts, TBW, tailpipes, tips and a Wario special!! Send your name address and dosh to - GB MAGIC, 27 Burnside, Haddington, East Lothian, Scotland, EH41 4ER.

GB covers only 10p each. Cut out screen and glue flaps. State design:- Tetris, Mario, Kirby's Pinball Land or Lemmings send 10p and S.A.E to:- Adam Longdon, 116 Highlands Boulevard, Leigh-on-sea, Essex, SS9 3QW. "GB Madness" Fanzine 30p. Free Flintstones bubblegum and sticker with issue 3 of GB Madness. For a copy send 30p to Adam Longdon, above address. Don't forget S.A.E. Have fun reading it. Back issues available.

For all those who missed issue 1 of "Wham the ultimate minimag" issue 2 is out at the end of November. It has 20 pages of full colour, including cartoons, puzzles, reviews, fab comps and loads more. To order send 50p and your name and address to: LK.Tonner, 58 Scott drive, Cumbernauld, Scotland, G67 4LD. Get sending.

Continued...

Free Classified

Somehow I've got a spare W.C. USA '94 with box and instructions. Will sell for £20 (as brand new) or swap for J. Conners, World Cup Striker or Lawnmower Man or Prince Of Persia. Will buy all these games from you. Phone Bill on 0656 862246.

For sale or swap. F-15 Strike Eagle, Splitz, The Fidgetts, Gargoyles Quest, Solomons Club, Jurassic Park, Zool. All boxed with instructions. VGC. Help codes available. Price £10-£15 each. Tel: 0829 270393 anytime before 9pm.

Many SNES/ Famicom cards: Prices from £5. Tel: 0604 231337 Friday and Saturday after 6pm only please. Also scart colourTV/M wanted and Manga videos to sell. Chieu Ha, 63 Clare Street, Northampton. NN1 3JE.

Games for sale! Double Dragon 2 and Batman: The Animated series, £10 each. Both are boxed with instructions. Call Ian on 0295 670513. Thanks.

For sale Mario and Castlevania. Both boxed with instructions. Excellent condition. Mario £10, Castlevania £10 ono. Swaps considered. Call Thomas on 0656 658966.

Oil Smeghead! For sale. Kirby's Dream Land, Lamborghini, RC Pro Am, Fidgetts, Jurassic Park, Daedalion Opus, £12 ONO. each. Or swap for Dynablaster, Ms Pac Man, Kirby's Pinball, MK I/II. Others considered. Phone Jonathan on 0742 589892, after 3pm, weekends any time.

For sale or swap. Super RC Pro Am 89%, Daedalion Opus, Lamborghini American Challenge 86%, Fidgetts 91% for Ms. Pac Man, Dynablaster, Personal Organiser, Mario 1 or 2, Mortal Kombat 1 or 2 or sell £12. All boxed with instructions. Phone Jonathan on 0742 589892 weekdays after 5pm, weekends any time.

Will swap Kirby's Dream Land (brand new) for Krusty's Fun House or Zelda. For sale (no box or instructions) Terminator 2 £6 inc. P&P. Phone Amanda on 0493 732286.

For sale: Master System 2 with 20 games, 2 joy pads, Light Phaser and 13 Sega Mags in good condition. Around £100 or swap for Super Nintendo games. Phone Joe on 071 674 2557.

Sega Game Gear with 2 games. Streets Of Rage and Alien 3. £60 the lot. Tel: 021 772 1254. Will swap for Gameboy with games and some accessories if possible, or a SNES. Please hurry!!! A chance like this doesn't come very often. Shokat Ali, 120 Gladstone Rd, Sparkbrook, B'ham. B11 1LL. Tel: 021 772 1254.

Coin collectors: I have a few Roman coins and English hammered coins for sale or swap for Gameboy games. Also some Star Wars toys for sale or swap. Send SAE for lists. Also Star Wars toys wanted. Write to: Karl Tebb, 19 Ventnor Avenue, Grantham, Lincs. NG31 7EA.

Sell £5 each, Mario, WWF 1 £10 each. Duck Tales, Nemesis swap any for Warhammer 40,000 Elder Models. No boxes so! Phone Rob on 051 639 4075 on weekdays 4-9pm and all weekends. Have to come and collect.

Game Boy for sale or swap. 5 games, Bugs Bunny, Lemmings, Alfred Chicken, Wario Land and Tetris. Carry case, light magnifier £90 ono. or swap for Sega

Mega Drive with 1 or more games. Phone Alan on 0453 811524 after 6pm. Please.

Game Boy or SNES games to swap or buy. Anything with box and instructions considered (must be UK). Will pay £10 for most carts. Phone 0323 833022, Sun or Mon after 6:30pm.

I have 3 games to swap or sell: Rescue Of Princess Blobette, Choplifter II and Turtles II. Blobette has instructions. The other 2 do not. Swap for any games 70% or over. Will sell for reasonable offers. Write to John at: 8 Chelson Gdns, Mainstone, Plymouth, Devon. PL6 8SA.

Walt Disney's classic video, Song Of The South for sale £10 or swap for Garfield Gameboy game. Also Brite Boy new, boxed, £5. Tel: 0285 657867. Ask for Sheila.

SWAPS

I will swap both Duck Tales and Tiny Toons for one of your Monster Max, Jungle Book, Donkey Kong 94, Mortal Kombat 2. Must have instructions, mine have. If interested phone Adam on 0788 567324. Come on it's a bargain.

I want to swap Zelda for world cup U.S.A 94. Zelda is boxed with instructions. Hardly used. Phone Tim on 0602 389 064 After 6pm.

I will swap both Parasol Stars and double dragon for Gargoyles Quest or will be willing to pay upto £10 please call now on 081-850 8582 and ask for Andrew! P.S. also willing to swap Operation C too.

Swap Mario 1, Blues Bros, Alfred Chicken, Battle of Olympus or Bart camp deadly for Mario 2, Speedy Gonzales, Dr. Franken or Kirby's Pinball. Ring 0274 394068 and ask for Dean.

SNES swap. Will swap FIFA International Soccer for Mortal Kombat II, or swap SMB4 for Super Mario Kart, FIFA and SMB4 are both unboxed without instructions for FIFA but Mario's got 'em. Tel. 042 824638.

I will swap a Barcode Baller and 2 Gameboy games, Mortal Kombat and Sensible Soccer for an Atari Lynx with one or more games. If interested phone (0450)378 907 and ask for Michael. May swap for Game Gear and 1 game.

I'll swap Fortress of fear, WWF, Mario, Tennis, Star Wars and Tetris for Prince of Persia, World cup '94, Lemmings, Adams Family, Mario I or will sell between 5 and 10 pounds. Phone Brendon on 0291 672 506.

Will swap my Wario Land, Zelda, Kick off, Alien 3, Mario 1+2, R-type. I have 20 more games to swap will swap for World cup usa '94 or World cup Striker. Jon Brennan, 27 Clevedon St, Manchester, M9 1PL. Tel 202 4296.

Will swap three Master system games and three Gameboy games for a Super Nes with Super Mario kart with two joypads. Phone On 081 551 8684 after 7pm. scott Soar.

Listen up! I will swap a 4 year old BMX Raleigh bike still in mega condition for Wario Land and Konami Golf on the Game Boy. Phone Lee on 0709 878624.

I will swap Mario Tennis unboxed with instructions for Zelda, Mega Man 4, Empire Strikes Back, Alfred Chicken, World Cup USA '94 or Super RC Pro Am. Call Justin on 081 856 4342. Must live in or around Bexley, sorry!

I will swap my Mega Man, Golf, DD2, DD3, Super Kick Off, Total Carnage, Mario Land 2, Star Wars, Personal Organiser for Lemmings, Populous, Speedball 2, Zelda. Other games over 80% may be considered. Phone Adrian on 0452 812942.

Swap NES with 2 games, Turtles and Mario Land 3 for 2 Game Boy games: Wario Land, Mario 2 preferred, others considered. Must be boxed with instructions. NES is boxed and in v. good condition. Also wanted Star Wars figures and ships in good condition. Martin Tebb, 19 Ventnor Avenue, Grantham, Lincs. NG31 7EA.

Will swap Game Boy + 6 games for Game Gear with 2 games + TV Tuner, not Columns. Mine aren't boxed so yours don't have to be. Phone Joe after 7 on 0743 232145. Will take first offer.

I really want to swap my existing games. I have Splitz, Mickey's Dangerous Chase, WWF 2 and Lemmings. I'll cosider anything! L.M. Davies, 74 Devon Road, Frankley, Birmingham. B45 0NP.

Look! I will swap my T2 and Krusty's Fun House for Pinball Dreams or Zool. Great offer 2 for 1. Phone 054 55198 in Eire. Ask for J.P. you won't regret it! Satisfaction guaranteed!

Swap Mystic Quest, Empire Strikes Back, Prince Of Persia or Gauntlet 2 for Konami Golf, Jack Nicklaus Golf or Battle Of Olympus. Phone 081 953 2937 or 081 732 0103. Ask for John. All boxed with instructions.

Hi! I will swap my Battletoads, Chase HQ, Metroid 2, Dragon's Lair, Hyper Lode Runner, Burai Fighter for Star Wars, Alfred Chicken, Wario Land, Pinball Dreams, Batman, Alien 3 or any games over 85%. I will swap 2 of my games for 1 of yours. Please write to: Kittisak Ong, 9 Friday Court, thame, Oxon. OX9 3GA.

Swap any of my games (choose from 100's) for any of the RPG's on the market or Dynablaster (not Zelda). Phone Aaron on 0469 531436 6-10pm. Also send unwanted items to AC, Mildenhouse, Thorngarth Lane, Barrow-On-Humber, South Humberside. DN19 7AW.

Swap Bart Simpson Camp Deadly, Dragon's Lair or Tip Off for golf, Choplifter 2, Chessmaster, Pang or Sensible Soccer. Also Zelda or Kirby for Kirby's Pinball, Monster Max or Wario Land. All boxed with instructions. Phone Jonathan on 0634 251424.

Swap Commodore 128 with disc drive, printer, loads of games on disc and tape for a SNES with any game. Phone 081 501 0952 and ask for Justin.

I will swap Zelda for Jurassic Park boxed with instructions and in good condition or for Terminator 2 or Tiny Toons. Call Duncan on 0845 522834.

Will swap my Super Mario Land, Zelda or Mega Man for your Dynablaster with instructions. Phone 021 704 9937 and ask for Chas.

I would like to swap Star Wars for any

one of the following games: Mystic Quest, battle Of Olympus, ultima runes Of Virtue. Must have box and instructions as mine does. Phone 081 859 5497. Ask for Richard or April.

I have Looney Tunes and Addams Family 2 to swap. Both boxed. Swap for any GB game like TMNT 2 etc. Call Gareth on 051 342 4405, now!

Will swap Wario Land for USA '94, Dynablaster or World Cup Striker. Tel: 0273 832363 and ask for Chris.

Swap: My Gameboy with 5 games for a Lynx with 1 game, not Columns. If so phone Paul NOW on 0452 812942 and hurry it's an offer not to miss!!!

I will swap my Sneaky Snakes, TMNT 1, Balloon Kid, Duck Tales 1, Asterix (Asterix only game with instructions), for your Bomb Jack, Tiny Toons 2, Navy Seals, R Type 1 or 2, Yogi Bear, Chessmaster, kirby's Pinball. Only write if you have the games above! Write to Rob at (include your phone number): Cherry Cottage, Coril Head, Braunton, Devon. EX33 2EW.

I will swap Mario Golf with instructions and Super Mario Land with no instructions for Cool Spot, Bubble Bobble, Wario Land, Lemmings or Mario Tennis, games over 85% considered. Phone 0403 252927 and hurry!

Wow! I will swap my Dr. Franken II, Spiderman 3 and Pit Fighter for Best Of The Best or Zool or Kirby's Pinball. Brill offer 3 for 1. Phone 054 88552 (Eire). Ask for Philip.

Will swap Tiny Toons Adventures for Garfield, The Real Ghostbusters, Alien 3 or Battle Of Olympus. Must have box and instructions. Others considered. Phone 0745 887697. Ask for Lyn.

I'll swap The Rescue Of Princess Blobette, Super Kick Off, The Fidgetts or F-15 Strike Eagle for Lemmings or Top Rank Tennis. Phone Daniel Colwill on 0271 812454.

I've got Garfield, USA '94, Fire Fighter, Drop Zone, Track and Field and Pang! Will consider any games boxed with instructions. Prefer World Cup Striker, Raging Fighter, Bases Loaded, Personal Organiser or Alien 3. Write now: Jag Betty, 306 Queen St, Broughty Ferry, Dundee. DD5 2HQ.

Swap Commodore 64, disc drive, printer, loads of games for a SNES with a game. Call Justin on 081 501 0952.

Will swap Tetris, Alleyway, Battletoads, Lemmings, Shadow Warriors, T2 Judgement Day, Navy Seals or Wario Land for Best Of The Best, Track And Field, The Empire Strikes Back, Star Wars, Darkwing Duck, Crash Dummies, Zool. Will consider other good titles Tel: 021 772 1254. Ask for Shokat.

I will swap my Kirby's Dream Land, Nascar Racing or Alien vs Predator for your Double Dragon 2, Battle Unit Zeoth, Tail Spin or Manga games like Ranma. If interested please contact Richard on 0272 741392 between 4.30-8.00pm.

I will swap my Turtles, Balloon Kid, Duck Tales 1, Asterix (Asterix only game with instructions, sorry) for your Yogi Bear, Wario Land, World Cup USA '94, Tiny Toons 2, Joe and Mac. I will reply if interested. If I'm not you won't hear from me. Please write to Rob at

Cherry Cottage, Coril Head, Braunton, Devon. EX33 2EW.

I will swap World Cup USA '94, Jurassic Park, Tetris, Dragon's Lair, Fortress Of Fear or Qix for Castle Quest, Ms Pac Man, Wario, maybe Parodius or Duck Tales 2. Must be boxed with instructions. Phone Robert Johnson on 0203 302043.

I will swap Top Ranking Tennis, Star Wars, Super Mario Land, R Type, Batman, Super RC Pro Am, Mario Golf for Jurassic Park, Goal! USA '94, Lemmings, F1 Pole Position, Zool also Amiga games for sale or swap. Phone now: 0843 851695.

Will swap my Sega Game Gear with AC adaptor and five games inc. Sonic 2 and Streets of Rage for Gameboy with at least 9 games including Zelda. Phone Jamie on 0430 871148 or write to Jamie Edwards, 23 Meadow Drive, Market Weighton, York. YO4 3QG.

Wanted! Super Nintendo plus game rated over 85% in NMS. Would like soccer game. Must be in good condition. No stickers or bad scratches should be on game or system. Must have two controllers. Will give: Game Boy + game, Amstrad GX4000 + game and £15. Phone after 5:30pm on weekdays, all day on weekends. 0985 840140.

I will swap Kirby's Dream Land (90%) or Battletoads (91%) for Zool, Alfred Chicken, Mortal Kombat, Nigel Mansell or any other good game. Write to: Paul McGovern, Oughy Drummin, Westport, Co. Mayo, Ireland. Or phone 098 27169.

I will swap Mickey's Dangerous Chase, Lemmings, WWF2 or Splitz for Bomb Jack, Crash Test Dummies or Super RC Pro Am. Also I would really like to swap my games for any good shoot 'em up! Write to: Lisa Davies, 74 Devon Road, Frankley, Birmingham. B45 0NP.

Desperately seeking Star Wars and Empire Strikes Back. Also interested in Battle Of Olympus, Mystic Quest, Wario Land, Duck Tales 2. Swap for my Zelda, Alfred Chicken, Bart/ Camp Deadly, Duck Tales or Lemmings. All boxed with instructions so yours too. Phone Nik on 0343 812720.

I'll swap USA '94, Jurassic Park, Fortress Of Fear, Tetris, Dragon's Lair or Qix for your Mario 1, 2 or 3, Castle Quest, Ms Pac Man or Itchy and Scratchy. Must be boxed with instructions like mine. Phone Robert Johnson on 0203 302043.

MISCELLANEOUS

Fart Fart the beans are calling , must be the ones I ate this morning. Quick! Quick! the bathroom door OOPs! I done it on the floor ! If you want to know what happens next read the next issue. Bradley Coffey, Kent.

Here is a cheat to get a level on the Hunt for Red October. On the 1st player-2 player selection screen pressleft, right, B, select, left, right, B, select, and start, then press left or right to select the level. When the level has been entered, press start, and voila!! The selected level! Ben Denton from NR Warminster , Wilts. P.S. This is not a Pro action replay or Game Genie cheat.

Need help with games ? get it from

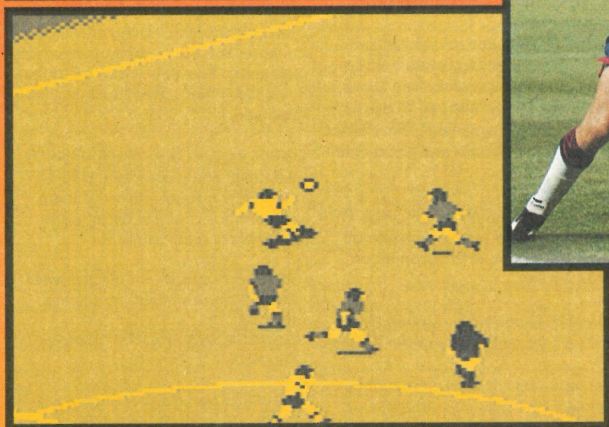
DECEMBER 1994 **GB ACTION** 65

PURE GAME BOY EXCITEMENT

NEXT MONTH

As we close the door on another issue, next month rears its ugly head to reveal what's in store. And what a beauty it looks too...

FIFA



FIFA Soccer may only be a collection of moving pixels on a small, green computer screen, but it's a darn sight more interesting than David Platt

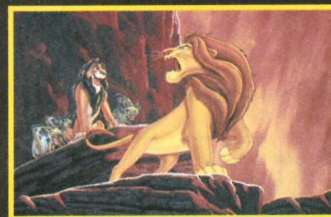
THE MANE EVENT

More Disney capers with the release of the much hyped Lion King, courtesy of Virgin. Will it live up to all the hype? We give you the full low down next month.

The football season has barely begun and we see the long awaited release of FIFA Soccer from THQ. A contender for the title? Not forgetting seaQuest. Can Roy Scheider and his cronies safely explore the sea bed in this underwater adventure?

Tiny Toon Adventures Wacky Sports wings its way into the crammed pages of next month's issue too.

John Madden eh? What a guy! He'll be calling the plays in his latest outing. Can the small screen contain his immense personality in Madden '95?



GB ACTION

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All this and more in the December issue of GB ACTION. OUT ON OCTOBER 17

TO THE MAX

Monster Max, being the greatest game ever to grace the Game Boy (probably) will deservedly make its first appearance in our very own player's guide.

Still battling away, yet taking a back seat to Monster Max, Wario struggles on. Make your life easier by checking these truly smart guides out.

All of this plus all the hottest news and features in the world of the Game Boy. Are we good to you or what? All of this and more in the next issue.



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